

WARGAMES JOURNAL



Sibling Rivalry



Superheroes



Charge!



Ardennes Action

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The Lost Century

The Battle of Teutoburg Forest was a huge disaster for the Legions of Emperor Augustus. In this article Tom Hinshelwood introduces the new multi-part campaign we will be running in future issues



Wargaming La Haye Sainte

Walter Ansitiss looks at wargaming Waterloo. More specifically at fighting over the Belgian farmhouse known as le Haye Sainte, which was one of two sets of buildings pivotal to the battlefield



Sibling Rivalry

The saga of Jarl Kalfir Sorensson is a typically violent Viking tale of betrayal and revenge in the cold north. Alain Padfield provides two battles which can be played with either Age of Blood or the Lord of the Rings

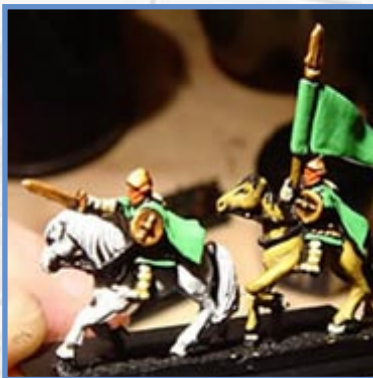
IN FOCUS: *The Ork Bridge - Imperial Guard Sentinel - Knight's*

The Deception



With the recent releases of the new Games Workshop Elves and Dwarfs, Dave Robotham put the two together for some classic Warhammer action. This is a scenario using GW's skirmish rules and also a battle report

Painting Guide



In Brush Strokes Dave Robotham guides you through the difficult and sometimes dangerous process of painting 10mm goblins and elves from the Battle of the Five Armies boxes et by Games Workshop

Alexander Unleashed



Neil Fawcett goes cathartic and tries to get over the bitter taste left by Oliver Stone's abysmal film Alexander through wargaming a fictional prelude to Gaugamela. The scenario is presented for Warmaster/Warmaster Ancients

NOTE: This new double page spread version of the magazine is best viewed using what Adobe Acrobat calls “Facing” layout. Once you have opened the PDF you should click the View tab on the menu bar and then choose Page Layout and from the next set of options select Facing.

Robogear Retro

Using the mechanics behind Airfix’s sci-fi battle game Robogear, Alain Padfield presents skirmish rules for playing 44mm Crusades miniatures. An early April Fool’s surely? Find out for yourself.



Roman Imperial Army - Part IV

The fourth installment of Greg Pitts’ epic breakdown of Rome’s military might arrives. The previous three parts of the acclaimed series can be found on the Wargames Journal website.

If you’re as fascinated with Rome’s military machine as we are, then this article is for you.



The Battle of Champs

WWII buff Neil Fawcett takes a look at Christmas Day 1944 for one of the key conflicts of the Battle of the Bulge. Wargames Journal is planning an epic game based on the fight and Neil sets the scene for the battle.



Tale - A Little 10mm Madness - 2000AD - Kings and King Makers - Werewolves

Charge!!



It’s Crouching Tiger, Hidden T-34 in this fast and furious scenario from Stephen Rhodes. Set in the Winter offensive of ‘43/’44, German and Soviet tanks clash for Rapid Fire and Blitzkrieg Commander

Yew Killed My Sheep



Tom Hinshelwood goes back to the 1600’s for a grim tale of a raid gone badly wrong in the time of the Border Reivers. Using the excellent figures from Vendel this scenario is playable with Age of Blood or the Lord of the Rings

Superheroes



The recent spate of Superhero films inspired has inspired one of our readers to write this article. Maxwell Coombs has created some great lads n’ dads rules to allow Marvel Superheroes to duel. Get your cape, you’ve dueled into combat

KING RICHARD III



FRONT RANK'S SUPERB PERSONALITY PACK

EDITORIAL

Double the pleasure



Hello and welcome to the January Issue of Wargames Journal. Now that Christmas and New Year have been and gone everyone is wondering what 2006 will be like. I can't comment on your own year ahead but I predict WJ going from strength to strength.

Our last issue was downloaded more than 20,000 times and that number is still rising. We know there are more wargamers than that out there so don't forget to tell your gaming buddies about the magazine.

If you've only just seen the new look site I think you'll agree that it now shares some of the great aesthetics of our download magazine. Our Art Editor, Stephen Rhodes, has done a great job I'm sure you'll agree. We've also raised the bar this month with the look of our free magazine, as you'll find out shortly. Yes, we've gone double page.

If you click the little icon on the bottom right of the pdf window which shows two pages side by side, you'll get the full power of our new gimmick. Our maps and photographs are now even bigger and more jaw dropping than before and that can't be a bad thing. Let us know what you think.

So what have we got lined up for you this issue? Well, some very weighty articles is the simple answer. We have a funky little set of Superhero dueling rules for you to enjoy, sent to us by a reader. The mechanics are uber simple but a great lads n' dads kitchen table kind of game that's as fun as it is easy.

As well as that a look at one of the most interesting and evocative wargaming genres – the Border Reivers. For those of you who don't know the period could be described as a British Wild West. I've been somewhat enthralled by the period for a few months now and so I thought it was about time that I wrote an article on the

subject. Special thanks goes to Neil F for coming up with its title, Yew Stole My Sheep.

We've also got a slice of the Dark Ages with Alain Padfield's two-part scenario Sibling Rivalry which sees betrayal and revenge played out under the backdrop of an incomplete Viking Saga. Better start sharpening your spears now.

A common theme in forums and emails is the subject of Wargames Journal going into print. I'm not going to pretend otherwise, I'd love to see it happen, but as I'm sure you can appreciate it's not a click your fingers and its done sort of thing. Neil will go into more detail about this potentially mouth watering prospect on the WJ web site shortly. His piece is well worth a read.

Something else recently that made me sit up and take note was Games Workshop's slump in profits. Like them or hate them (like I know many of you do) GW is the biggest single producer of miniatures in the world and a big slump for them is big news for the whole hobby. I've no doubt that this is a temporary blot on the landscape. Games Workshop has been the only true survivor in the industry and if anyone can turn it around they can.

But what if they can't? If there profits fall again then we're into loss territory. Then what happens? Games Workshop going out of business could have a huge ripple effect on the industry, but a couple of years ago McDonalds had a big loss but these days no thinks for a second that they might disappear. I, for one, will be paying close attention to what happens next.

Well, that's enough waffle from me for one issue. Enjoy the magazine.

Tom Hinshelwood
Editor



WARGAMES JOURNAL



I n f i n i t y ...

Will sci-fi miniatures ever look better?

By Dave Robotham

Well that was the question when this new game and range of figures was brought to my attention.

Infinity is a new skirmish wargame set in a neo-future where humans have colonised space and as always seems to happen, fallen upon itself in a fit of civil war.

Have I mentioned how good the initial range of miniatures look? Yes? Okay so I can't stress how much I am looking forward to getting hold of these models, painting them and scrapping with them.

What appears to be a wonderful stroke of genius is starting the whole system off as a skirmish level game with a free downloadable rulebook and free army lists.

For me a skirmish level game is just right to get me hooked on a game as I do not have to buy huge amount of figures or paint said huge amounts of figures.

There are six distinct factions in the game and so far there have been starter sets released for three of them. For around £18-£20 you will be getting 6 infantry figures.

Each of these three starter sets is also supported with a small range of support packs including heavy weapon troopers, robots and very cool looking battles suits...

Take a look at its website here (<http://www.infinitythegame.com/index.html>) for loads more details.

It will hopefully be able to bring in a couple of reviews in the next few issues of the rules and figures. But this is certainly a new range to watch out for.

Privateer Press Unleashes the HOARDS!

By Dave Robotham

Revealed at US GenCon last year, Privateer Press's (PP) new game system HOARDS is really starting a buzz amongst fantasy wargamers. Due for release in April this year HOARDS may seem very familiar to anyone who has played WARMACHINE, PP's other game system focusing around giant steam powered magically energised automatons.

This new game takes the focus away from the warring factions of the Iron Kingdoms (PP's world designed for WARMACHINE, HOARDS and their own roleplaying range of D20 books) and takes the player out into the wilds and allows them to face the warlocks and wizards that live there.

A warband will consist of your chosen warlock and his band of slaving, rage filled animals hell bent on ripping their opponents apart. When WARMACHINE was first released it was shipped as four starter sets

(one for each faction) with all the rules you needed included in the box. HOARDS appears to be taking almost the same route with an initial release of four starter sets themed by race but this time they are also releasing a proper rulebook from the start. But fret not dear reader as you can download the quick start rules from their website right now.

One thing that can be said for PP's games and models is that they ooze character and originality and HOARDS seems to upping the ante with its range of figures. All of PP's games use a very heroic 28mm scale, almost 30mm really, but this does make for some really big models that are lovely to game with and paint up.

We're certainly looking forward to the April launch.



COPPLESTONE HEADS OFF ON AN EXPEDITION TO THE GOBI

By Dave Robotham

Copplestone Castings January special offer is a wonderful set of figures from their Back of Beyond range. These figures will ideally suite any gaming or adventuring set in or around china and Mongolia.

However you could potentially use the figures for all manner of games and scenarios. Just reading up on the Gobi desert and the Silk Road got me thinking far too much about all the fantastic scenarios I could come up with.

So much so that I just had to get some of them down onto paper and rest assured they will be appearing soon enough in Wargames Journal.

In this latest bundle deal from Copplestone you get the following packs:

BC 1: Armed Archaeologists

BC 5: American Adventurers

BC8: Palaeontologist and Fossils

BU 11: White Russians in Chinese Service

BU30: Chinese Bandits with Rifles

C14: Asian Pack Camels

The deal works out at £38 and for that you are getting 30 figures on foot 2 camels and a selection of excavated fossil sections. All together a fantastic deal.

What makes this even better is that it is a monthly deal. You have until the end of January (So not long...) to make use of the above offer and then we will be treated to something new and, I am sure, equally great.

www.copplestonecastings.co.uk



BC 1



BC 5



HEARD ON THE WIRE

HOW, is our regular rumour, gossip and news page with scraps of intelligence gleaned or overheard by our regular writers on their journeys around the Internet and the UK show scene (normally, we might add, when they should be working!).

The column got its name after a particularly startling bit of news was passed around the WJ office prompting Tom Hinshelwood to utter, “**HOW** the hell do you know that!”

For any industry types out there, you do not need to rely on our errant writers to stumble over your news – send it in to us and we’ll pass it onto our readers!

But for now you’ll have to make do with the titbits of intel found perusing the net and gossiping at shows!

- 1/48 scale (36mm) WW2 skirmish squad level players have the equivalent of all their Christmases coming at once courtesy of the new Tamiya releases. US, German see some new figures and the best news of all some Russians at last!! Take a look at <http://tamiya.com> for more information.

- For 10-12mm/ N gauge gamers a site we came across this week that is well worth book marking because it contains mouth-watering news of new releases on the 12mm prepainted kit - <http://wtmblog.blogspot.com>

- For all you lovers of shortness out there Games Workshop has released its revamped dwarf book for Warhammer. Also Lord of the Rings fans can look forward to a new source book for the Easterlings which looks like being well worth it.

For more details you can head off to <http://www.games-workshop.co.uk> or you can just read our review of it [Here](#).

- Sci-Fi nuts may well find something to set them on the conversion path with a selection of spare parts on offer from Alpha Forge. Add a BFG and other extra bits to your favourite model by visiting <http://www.alphaforgegames.com/homepage.html>

- One of our favourite armies in Warmaster Ancients rule book is the Carthaginian one. With the release a while back of the WAB Hannibal sourcebook we have been tempted to replicate it in a larger scale.

Now Crusader miniatures has released some worthwhile opponents with their new Romans. See http://www.crusaderminiatures.com/catalog_frames.asp?sub_range=AN

- Battlefront are going from strength to strength with their 15mm WW2 range and the associated Flames of War rules. Arguably the most popular set of WW2 rules around and the company hasn’t even released any late war books yet.

The latest mid war book revolves around Russian armoured forces complete with Cossacks. When the New Zealand boys release the late war stuff later this year we things will really hot up in WWII wargaming circles. Take a look at <http://www.flamesofwar.com>

- No more news on the Mongoose ‘Stalingrad’ project, however they have opened an interesting players gallery on their site, real games and

models by real people – makes you feel almost human! Have a look at <http://www.mongoosepublishing.com/>

- The producers of a couple of my favourite rule sets “Baptism of Fire” and “We Could be Heroes” are Task Force Productions also from New Zealand - must be something in the water over there.

They have been in hiatus for a fair few months for a variety of reasons but are now back in full production mode with supplements being ‘ported’ over to fit the changes in BoF II and a new expansion for WCBH which will enable you to play company plus level games – both should be with us soon!

Visit its new look site:

<http://www.taskforceproductions.com/>

That’s it for this post xmas page. Next issue we will start building up for show season! If you have any news you want us to include let us know!!

TO THE SOUND OF THE DRUM



GUEST ARTICLE

Anyone for a game of Sardines?

Remember that game you used to play as a kid – cram as many people as possible in a small space and try and hide from the ‘finder’. The enjoyment element all depended on who you were in the space below the stairs with I suppose, but even then it rated low on my list of fun ways to spend the afternoon.

So given my old sentiments it was half-way through a WW2 game the other day when I wondered why I was so willing to play the game now! A loose metaphor maybe but the game certainly felt like a game of sardines. There on the table were two platoons of allied armour rounding the trees, spaced about a half an inch between each tank about to shoot the proverbial out of my lone poor little Tiger I.

Now I am usually the one to exclaim ‘it’s only a game’ but suddenly this didn’t wash anymore. I now think it was the straw that broke the camel’s back. It wasn’t the rules that were to blame – we were playing FOW where there is no rule to say ‘put your tanks in a close bunch and move them around like a rugby scrum’ – neither was it really the players fault, the way most rules work it appears to be a good thing to huddle together to maximise your shooting. But the seeds of doubt were sown, was my faith in my favourite rules (*Ed: Another favourite set of rules Mr Jones?*) about to be broken?

I scoured through the rule sets I play the most, searching for a rule or even some ‘guidance’ as to how players can avoid the ‘sardine’ factor when deploying their battlefield armour – but to no avail. So onto stage two – I had to make sure that I was not way out of line in my thoughts. A bit of an afternoon spent on the Internet, along with tank.net managed to allay my worries.

Usual combat distance between tanks appears to have been between 40 and 100 yards. So even with a screwed up ground scale any rules that are 1:1 vehicle wise must see at least a good 5-8 inch between the little blighters in 15mm. If we approach anywhere near a realistic ground scale the range would be way, way more.

But instead we are continually subjected to bogie to bogie

tank formations which would make a synchronised swim team green with envy! Even now my ears are burning as people cry “It’s only a GAME.”

Ok it is but even with every abstraction that rules can throw out (and my new WW2 rules are the same) we should at least try and play them in as realistic a fashion as possible tactics wise. It is often said a good set of rules allows you to use realistic tactics to achieve a realistic result. This only works if the players play them like that; nothing really stops you using unrealistic tactics to win the game!

So what can we do about it? Well one is to actively add rules that force people into using a more correct ‘combat’ distance between vehicles. One of the suggestions that was posted on the Internet (which I might add has been added to my rules very quickly) was to allow an ‘extra pop’ at a tank which is within ‘x’ distance of a target tank that is hit.

The rationale being that a commander could quickly give targeting instructions for a target so close to the original, this idea came from a tank vet I think. You could customise this as much as you like, maybe a -1 on the second pop, maybe allowing some forces to do it easier than others. Whichever route you take you can rest assured that you would see very little bunching in the next WW2 game that we play at Wargames Journal!

The other way to address this ‘problem’ is through education – many newbies would be completely unaware of how they should be using their tanks, many older players would be hard pressed to actually tell you with any certainty what the distances were.

So there has been a bit of a working party set up (*Ed: More of an excuse-to-game-more-ww2-party*) to deliver an appropriate article to our readers within a couple of issues. Feel free to join in with our research if you have anything you think might help us out!

Cheers, Rich Jones





BLAST FROM THE PAST

10MM SCALE MADNESS

MODELS AND SCENERY PAINTED BY DAVE ROBOTHAM

The image on this page is of a 10mm game that is currently being created by Dave Robotham. After creating his Blitzkrieg Commander British Battlegroup (22nd Armoured Brigade) he went on a mission to find some scenery. He ended up experimenting by taking some plain TSS scenery tiles and, to use his own words, “it’s time to tart them up.”

Several spray cans of paint later, 12 foot of hedgerow, lots of trees and a new set of roads made out of Artex you wouldn’t recognise the old tiles. He’s now on a new mission as he works his way through our entire stock of TSS tiles and gives them a facelift.







THE PART IV THE ROMAN ORGANISATION ROMAN IMPERIAL

BY GREG PITTS

Discipline was a way of life in the Roman army and is much of the reason for its success in battle. Another reason was its organisation. The makeup of the Imperial Roman Army was complex, and even today there remain many issues that are unclear. This is a very text heavy article but Greg has done such a wonderful job with it that we felt it important to run its complete. We hope you enjoy it.

THE LEGIONS

Each provincial army had a governor who was an imperial legate of senatorial rank. This governor was charged with maintaining order in his province and levying taxes with the assistance of a quaester or procurator. He also administered justice, supervised religion, and maintained the various temples.

Each legion was commanded by an Imperial Propraetor Legate (Praetorian) and reported to the provincial governor even though each held the same military rank. If there was only one legion in a province, this person was the provincial governor. This man handled all discipline, financial, and judicial matters.

The laticlavian tribune ranked second behind the legate. His position was noted by a broad purple stripe that decorated his toga. He held both military and judicial powers and was assisted by an officer staff. He was responsible for training and would assume command of the legion should the legate become incapacitated.

Third in line was the camp prefect who was directly responsible for the camp ramparts. It was he that decided where the camp was to be sited and how it would be situated. While on the march, he oversaw the baggage and commanded the artillery.

Next in line were the augusticlavian tribunes, of which there were five. Each commanded two cohorts in battle, and supervised camp security, the food stores, training, and the hospital, along with some judicial duties. We then have the sexmenstris tribune who was most likely in charge of the cavalry of the legion.

The legion itself was organised into ten cohorts. Nine of these were divided into six centuries of between eighty and a hundred men. The first cohort had only five centuries but each was at double strength. This gave the legion a paper strength of between 5,120 and 6,000 men. Each cohort had an order of rank of the centurions within the cohort.

The First Cohort:

1. Primus Pilus
2. Princeps Prior
3. Hastatus Prior
4. Princeps Posterior
5. Hastatus Posterior

Second to Ninth Cohorts:

1. Pilus Prior
2. Princeps Prior
3. Hastatus Prior
4. Pilus Posterior
5. Princeps Posterior
6. Hastatus Posterior

This gives a total of fifty-nine centurions to a legion, but Tacitus states that there were sixty, and there are inscriptions that show up to sixty-three in a legion. These additional centurions may

have commanded the cavalry and/or vexillations when needed, performing other administrative tasks at other times.

Vegitius gives us some additional insight on the organization of a legion:

"The legion should consist of ten cohorts, the first of which exceeds the others both in number and quality of its soldiers, who are selected to serve in it as men of some family and education.

This cohort has the care of the eagle, the chief ensign in the Roman armies and the standard of the whole legion, as well as of the images of the emperors, which are always considered as sacred.

It consists of eleven hundred and five foot and one hundred and thirty-two horse cuirassiers, and is distinguished by the name of the Millarian Cohort. It is the head of the legion and is always first formed on the right of the first line when the legion draws up in order of battle.

The second cohort contains five hundred and fifty-five foot and sixty-six horse, and is called the Quingentarian Cohort. The third is composed of five hundred and fifty-five foot and sixty-six horse, generally chosen men, on account of its situation in the center of the first line.

ARMY



The fourth consists of the same number of five hundred and fifty-five foot and sixty-six horse. The fifth has likewise five hundred and fifty-five foot and sixty-six horse, which should be some of the best men, being posted on the left flank as the first cohort is on the right. These five cohorts compose the first line.

The sixth includes five hundred and fifty-five foot and sixty-six horse, which should be the flower of the young soldiers as it draws up in the rear of the eagle and the images of the emperors, and on the right of the second line.

The seventh contains five hundred and fifty-five foot and sixty-six horse. The eighth is composed of five hundred and fifty-five foot and sixty-six horse, all selected troops, as it occupies the center of the second line. The ninth has five hundred and fifty-five foot and sixty-six horse.

The tenth consists of the same number of five hundred and fifty-five foot and sixty-six horse and requires good men, as it closes the left flank of the second line. These ten cohorts form the complete legions, consisting in the whole of six thousand one hundred foot and seven hundred and twenty-six horses. A legion should never be composed of a less number of men, but it is sometimes stronger by the addition of other Millarian Cohorts."

It is notable that the cavalry (726 according to Vegetius) of the legion were commanded by a centurion, and not a decurion as in the case of the auxiliary cavalry.

During the Republic, legions had been raised and given sequential serial numbers from the time of creation. Because of this, we find duplication of legion designations. In order to distinguish one from another, nicknames, or cognominia, were used. These names were often given as a result of circumstance or in honor of who created the legion. In other cases, it represented the result of two legions having been combined to make one, or was tied to the geographical area it served in. Of course, all of these legions were not in service at any one time, and it appears that under the Empire, between 25 and 28 legions were the maximum in service at any one time.

Follow this [LINK](#) to download a PDF of known Legions.

Legions XVII-XIX are omitted from the PDF chart. All three of these legions were destroyed in the Varian disaster, and their numbers never used again.

THE AUXILIARIES

When Augustus reorganised the army, he ensured there would be adequate support from auxiliary formations of cavalry and infantry. There was an auxiliary force of infantry and cavalry that operated with each legion.

These forces were organised into alae's and cohorts for cavalry and infantry, respectively. These were known as either miliariae or quingenariae, representing either 500 or 1,000 men.

We primarily see miliariae in the first century and quingenariae from the time of Trajan on. This gives between 30 and 42 men to the

turmae, which was a smaller sub-division in the units.

An alae of cavalry may have been divided into between sixteen and twenty-four turmae, depending on whether the unit was 500 or 1,000 men strong. Arrian states that an alae of cavalry contained 512 men, which gives 32 men to a turmae.

The auxiliary cohorts of infantry seem to have been organised into either a cohors miliaria of ten centuries or a cohors quingenaria, divided into six centuries. These centuries were of between eighty and one hundred men, giving a head count of between 480 to 600 or 800 to 1,000 men strong to the unit.

Additionally, there were cohors equitatae, consisting of both cavalry and infantry. Uncertainty exists whether these cavalry were mounted infantry (dismounting to fight?), or perhaps lesser quality cavalry attached directly to the infantry cohort. The cohors miliaria equitatae contained 760 infantry and 240 cavalry. The cohors quingenaria seems to have had 380 infantry and 120 cavalry.

The commanding officer of an alae quingenaria or miliaria was a prefect. A tribune commanded a cohors miliaria. A decurion commanded a turmae of cavalry while centurion's commanded infantry. In the case of a mixed cohort, a centurion commanded the infantry and a decurion the cavalry.

These units were normally named based on the geographical origination of the unit, with additional numerical designations given if multiple units were formed from the same area. Additional honorary titles were given as well for meritorious service and other distinctions such as geographical area of service.

As mentioned previously, the total numbers of auxiliary forces were roughly equal to the legionary forces. Interestingly enough however, at certain times and/or areas of legionary service a legion may have had auxiliary numbers far exceeding their own numbers.

For example, in Pannonia Superior, there were three thousand auxiliary troops for three legions while in Britain there were almost thirty thousand divided amongst three legions. A legion in Dacia had twenty-five thousand auxiliary troops. The general practice was to attach the existing auxiliary forces in a province relatively equally to the number of legions in the province, but by no means was this a hard and fast rule.

Auxiliary distribution near the time of Vitlellius was as follows:

Eastern Provinces:
30,000 men
Danubian Provinces:
40,000 men
Germany and Raetia:
45,000 men
The Two Mauretias:
15,000 men
Britain, Spain, Africa, & Noricum:
50,000 men

These numbers would rise over the next fifty years.

Reasonable records simply do not exist that allow us to determine the actual locations of the various auxiliary units during the first century. This documentation became more prevalent in the second century,

and allows a determination to be made with more certainty between the times of Trajan and Marcus Aurelius.

One of the finest studies on the Roman Auxiliary forces was by G.L. Cheesman. Listed below are the designations and locations of the auxiliary forces according to his work.

Unfortunately, Cheesman omitted the auxiliary bowmen found in the numeri from his study. Many of the oriental auxiliary archers were part of the numeri. Cheesman's study calculates the strengths of the auxiliary forces at 500 or 1,000 men for the alae and cohorts, and 200 men for the numeri. These strengths are speculative, and actual numbers may have varied substantially from his estimates. (Cheesman also lists the legion designations he believed stationed in a given province). (The following abbreviations are used in Cheesman's text: E: equitatae, M: miliaria, C: civium, R: romanorum, V: veteranorum, S: sagittariorum, P: pia, F: fidelis).

Britain: Alae's

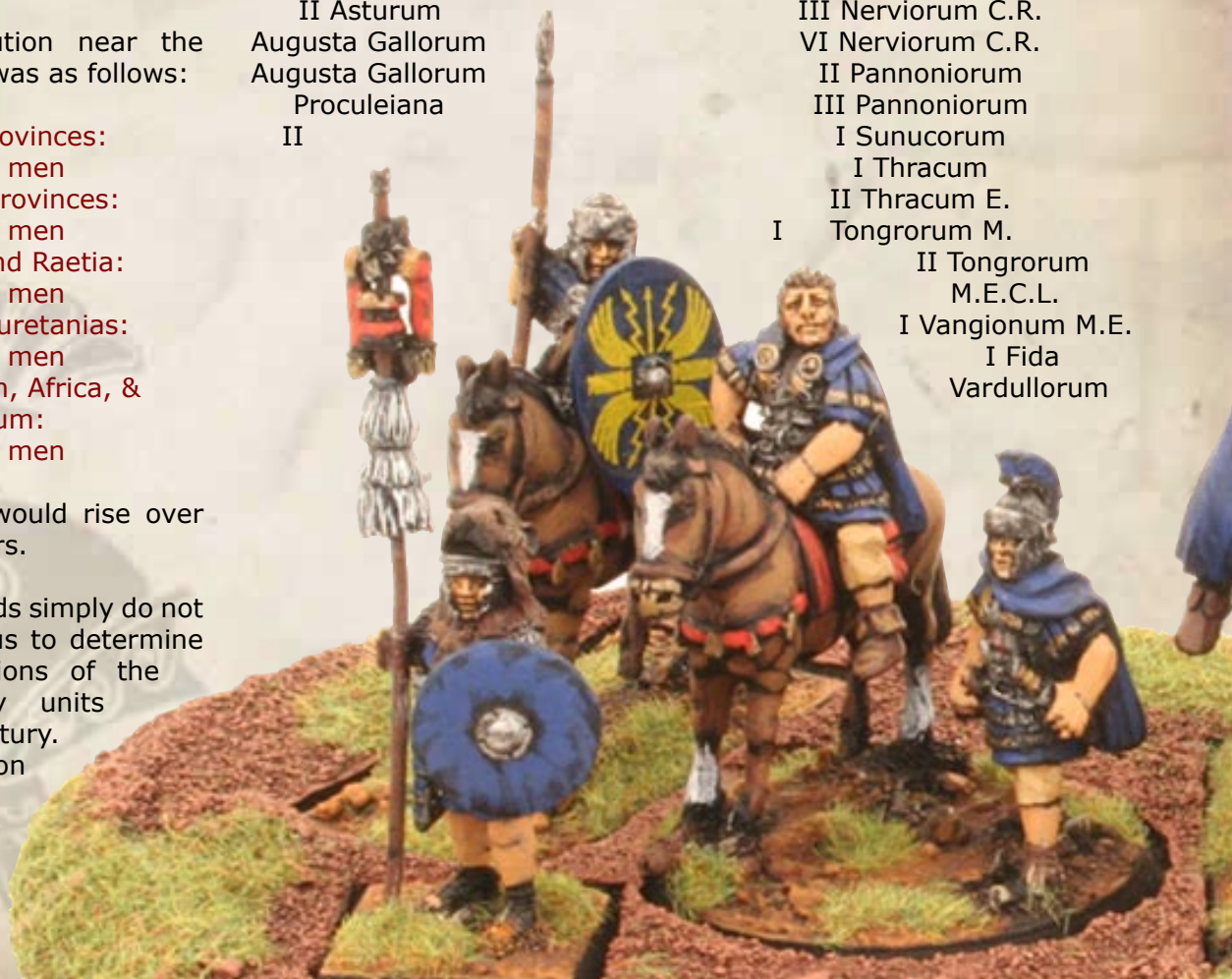
I Asturum
II Asturum
Augusta Gallorum
Augusta Gallorum
Proculeiana
II

Gallorum Sebosiana
Picentiana
I Cugernorum
Sabiniana
Tungorum

Hispanorum Vettonum C.R.
Augusta Vocintiorum

Britain: Cohorts

I Aquitanorum
I Asturum
II Asturum
I Baetastorium C.R.
I Batavorum
III Bracaraugustanorum
IV Breucorum
I Celtiberorum
I Aelia Classica
I Ulpia Traiana Cugernorum C.R.
I Aelia Dacorum M.
I Dalmatarum
II Dalmatarum
II Dongonum
I Frisiavonum
II Gallorum E.
IV Gallorum E.
V Gallorum
I Nervana Germanorum M.E.
I Hamiorum S.
I Hispanorum E.
I Lingonum E.
II Lingonum E.
IV Lingonum E.
I Menapiorum
I Morinorum
II Nerviorum
III Nerviorum C.R.
VI Nerviorum C.R.
II Pannoniorum
III Pannoniorum
I Sunucorum
I Thracum
II Thracum E.
I Tongrorum M.
II Tongrorum
M.E.C.L.
I Vangionum M.E.
I Fida
Vardullorum



M.E.C.R

These auxiliary forces totaled some 6,000 cavalry, 2,125 'mounted infantry', and 20, 875 infantry for a total of 29,000 men. The legions in the province were II Augusta, VI Victrix, and XX Valeria Victrix.

Germania Inferior – Alae's

Afrorum
Noricorum
Sulpicia

Germany Inferior – Cohorts

I Flavia E.
II Hispanorum P.F.E.
VI Ingenuorum C.R.
XV Voluntarium

Totals for the province are 1,500 cavalry, 250 'mounted infantry' and 1,750 infantry for a total of 3,500 men. Legions in the province: I Minerva, XXX Ulpia Victrix.

Germany Superior – Alae's

I Flavia Gemina
Indiana Gallorum
Scubulorum

Germany Superior - Cohorts

I Aquitanorum Veterana E.
I Aquitanorum Biturigum
III Aquitanorum E.C.R.
I Asturum E.
II Augusta Cyrenacia E.
I Flavia Damascenorum M.E.S.
III Dalmatarum
V Dalmatarum
I Germanorum
C.R.
I

Helvitiorum

I Ligurum et Hispanorum C.R.

II Raetorum C.R.

VII Raetorum E.

I Sequanorum et Rauracorum E.

IV Vindellicorum I C.R.

XXIV Voluntarium C.R.

XXX Voluntarium C.R.

Brittonum Elantiesium (numeri)

Brittonum Triputiensium
(numeri)

Total in the province are 1,500 cavalry, 1,125 'mounted infantry', and 9,275 infantry for a total of 11,900 men. Legions in province: VIII Augusta and XXII Primigenia.

Raetia – Alae's

Hispanorum Auriana
I Flavia Singulrium C.R.P.F
I Flavia Fidelis M.P.F.
I Flavia Gemelliana
II Flavia P.F.M.

Raetia – Cohorts

II Aquitorium E.
IX Batavorum M.E.
III Bracaraugustanorum
V Bracaraugustanorum
I Breucorum E.
III Britannorum
I Flavia Canathenorum M.
IV Gallorum
I C.R. Ingenuorum
VI Lusitanorum
VII Lusitanorum
I Raetorum
II Raetorum
VI Raetorum
III Thracum
III Thracum
Veterana
C.R.

Total in the province are: 3,500 cavalry, 500 'mounted infantry', 8,500 infantry for a total of 12,500 men. No legion stationed in the province before the end of the reign of Marcus Aurelius.

Noricum – Alae's

I Commagenorum
I Augusta Thracum

Noricum – Cohorts

I Asturum
V breucorum
I Aelia Brittonum M.
I Flavia Brittonum M.

Totals in the province are 1,000 cavalry and 3,000 infantry for a total of 4,000 men. No legions stationed in the province before the end of the reign of Marcus Aurelius.

Pannonia Superior – Alae's

Canninefatium
I Ulpia Contariorum M.C.R.
I Hispanorum Aravacorum
Pannoniorum
I Thracum Victrix C.R.
III Augusta Thracum S.

Pannonia Superior - Cohorts

II Alpinorum E.
I Bosporiana
V Lucensium et Callaecorum E.
I Ulpia Pannoniorum M.E.
I Aelia Sagittariorum M.E.
I Thracum C.R.E.
IV Voluntarium C.R.
XVIII Voluntarium C.R.

Totals in province are 3,500 cavalry, 875 'mounted infantry', 4,125 infantry for a total of 8,500 men. Legions in the province were I Adiutrix, X Gemina, XIV Gemina Martia Victrix.

Pannonia Inferior – Alae's

Augusta C.R.
Flavia Augusta Britannica
M.C.R.
I C.R. Veterana
I Flavia Gaetulorum
I Augusta Ituraerorum
I Thracum Veterana S.

Pannonia Inferior - Cohorts

I Alpinorum
Peditata
I Alpinorum E.
II Asturum et



Callaecorum
 III Batavorum M.E.
 VII Breucorum C.R.E.
 II Augusta Nervia Pacensis
 Brittonum N.
 II Augusta Dacirum P.F.M.E.
 I Hemesenorum M.E.C.R.S.
 I Lusitanorum
 III Lusitanorum E.
 Maurorum M.E.
 I Montanorum C.R.
 I Noricum E.
 Cohors I Thracum E.
 Cohors I Auguata Thracum E.
 Cohors II Augusta Thracum E.
 Cohors I Campanorum
 Voluntarium

Totals in the province are 3,500 cavalry, 1,875 'mounted infantry', and 9,125 infantry for a total of 14,500 men. Legion in the province: II Adiutrix.

Dalmatia - Cohorts

III Alpinorum E.
 I Belgarum E.
 VIII Voluntarium C.R.

Totals in the province are 250 'mounted infantry' and 1,250 infantry for a total of 1,500 men. There were no Alae's or Legions stationed in the province.

Moesia Superior - Alae's

Claudia Nova

Moesia Superior - Cohorts

I Antiochensium
 I Cisipadensium
 I Cretum
 V Gallorum
 V Hispanorum E.
 IV Raetorum
 I Thracum Syriaca E.

Totals in the province are 500 cavalry, 250 'mounted infantry', and 3,250 infantry, for a total of 4,000 men. Legions in the province: IV Flavia and VII Claudia.

Moesia Inferior - Alae's

Atectorigiana
 Gallorum Flaviana
 II Hispanorum et Aravacorum
 Augusta
 I Vespasiana Dardanorum

Moesia Inferior - Cohorts

I Bracaraugustanorum

II Flavia Brittonum E.
 II Chalcidenorum
 I Cilicum M.
 IV Gallorum
 II Lucensium
 I Lusitanorum Cyrenaca E.
 II Mattiacorum

Totals in the province are 2,500 cavalry, 250 'mounted infantry', and 4,250 infantry for a total of 7,000 men. Legions in the province: I Italica, V Macedonia, XI Claudia.

Dacia - Alae's

I Asturum
 I Batavorum M.
 Bosporanorum M.
 Gallorum et Bosporanorum
 Gallorum et Pannoniorum
 I Hispanorum
 I Hispanorum Campagonum
 II Pannoniorum
 Siliana C.R. Torquata
 I Tungrorum Frontoniana
 Vexillatio equitum Illyicorum

Dacia - Cohorts

I Alpinorum E.
 I Batavorum M.
 II Flavia Bessorum
 I Britannica N.C.R.
 I Brittonum M.E.
 I Auguata Nervia Pacensis
 Brittonum M.
 II Brittonum M.C.R.P.F.
 III Brittonum
 III Campestris C.R.
 I Flavia Commagenorum
 II Flavia Commagenorum E.
 III Commagenorum
 I Gallorum Dacia
 II Gallorum Macedonia E.
 III Gallorum
 I Flavia Ulpia Hispanorum
 M.E.C.R.
 I Hispanorum Veterana
 II Hispanorum Scutata
 Cyrenaica E.
 IV Hipanorum E.
 I Augusta Ituraeorum S.
 V Lingonum
 II Flavia Numidarium
 I Aelia Gaesatorum M.
 I Thracum S.
 VI Thracum
 I Ubiorum
 I Vindelicorum M.

Dacia - Numeri

Burgariorum et Veredariorum
 Pedites Singulares Britannici
 Palmyrenorum

Totals in the province are 6,000 cavalry, 1,125 'mounted infantry', and 18,175 infantry for a total of 25,300 men. Legion in the province: XIII Gemina.

Macedonia - Cohorts

I Flavia Bessorum

Total in the province was 500 infantry.

Cappadocia - Alae's

II Ulpia Auriana
 I Augusta Gemina Colonomum
 II Gallorum
 I Ulpia Dacorum

Cappadocia - Cohorts

Apuleia C.R.
 Bospriana M.S.
 I Claudia E.
 Cyrenaica S.E.
 I Germanorum M.E.
 II Hispanorum E.
 II Italica C.R.S.M.E.
 Ituraeorum E.
 I Lepidiana E.C.R.
 I Flavia Numidarum M.E.S.
 III Ulpia Petraeorum M.E.S.
 I Raetorum E.
 IV Raetirum E.

Totals in the province are 2,000 cavalry, 1,875 'mounted infantry', and 7,125 infantry for a total of 11,000 men. Legions in the province: XII Fulminata and XV Apollinaris.

Syria - Alae's

II Flavia Agrippiana
 Augusta Syriaca
 I Ulpia Dromedariorum
 I Praetoria C.R.
 III Thracum
 Thracum Herculania N
 I Ulpia Singularum

Syria - Cohorts

I Ascalonitanorum S.E.
 I Flavia Chalcidenorum S.E.
 V Chalciddenorum E.
 II Classica S.
 I Ulpia Dacorum
 III Dacorum E.
 II Equitum
 VII Gallorum
 I Lucensium E.
 IV Lucensium E.
 II Ulpia Paflagonum E.
 III Ulpia Paflagonim E.
 I Ulpia Petraeorum M.E.

Africa - Numeri
Palmyrenorum

Totals in the province were 1,000 cavalry, 500 'mounted infantry', and 2,700 infantry for a total of 4,200 men. Legion in the province was III Augusta.

Mauretania Caesariensis
- **Alae's**

Brittonum V.
Miliaria

I Nerviana Augusta Fidelis M.
I Augusta Parthorum
Flavia Gemina Sebastenorum
II Augusta Thracum P.F.

Mauretania Caesariensis
- **Cohorts**

II Breucorum E.
II Brittonum
I Corsorum C.R.
II Gallorum
I Flavia Hispanorum
I Flavia Musulamiorum
I Augusta Nerviana Velox
I Nurritanorum
I Pannoniorum E.
II Sardorum
I Aelia Singularium
IV Sugambrorum

Mauretania Caesariensis -
Numeri
Gaesatorum

Totals in the province were 4,000 cavalry, 250 'mounted infantry', and 5,950 infantry for a total of 10,200 men. There are no legions noted as being in the province.

Mauretania Tingitana -
Alae's
Hamiorum

Mauretania Tingitana -
Cohorts

I Asturum et Callaecorum
III Asturum C.R.E.

Totals in the province were 500 cavalry, 125 'mounted infantry', and 1,375 infantry for a total of 2,000 men. No legions noted in the province.

Hispania Tarraconensis
- **Alae's**

II Flavia Hispanorum C.R.
I Lemavorum

Hispania Tarraconensis
- **Cohorts**

I Celtiberorum Baetica E.
III Celtiberorum
I Gallica E.
II Gallica
III Lucensium

Totals in the province were 1,000 cavalry, 250 'mounted infantry', and 2,250 infantry for a total of 3,500 men. Legion in the province was VII Gemina.

Additionally, there were units known to exist, but their locations are unknown:

Alae's

III Asturum
I Flavia Gallorum Tauriana

Cohorts

Aelia Expedita
II Bracarum
III Breucorum
VI Brittonum
III Augusta Cyrenacia
VI Gallorum
VI Hispanorum

III Lingonum E.
Pannoniorum et Dalmatarum
II Ulpia Petraeorum M.E.
V Raetorum

Totals are 1,000 cavalry, 375 'mounted infantry', and 5,125 infantry for a total of 6,500 men.

Over all, these totals combine for 47,500 cavalry, 15,375 'mounted infantry', and 129,925 infantry, for a total of 191,800 men. By Cheesman's own admission however, he feels the mounted numbers are too low, and that a higher proportion of cavalry existed in the eastern provinces than in the western ones.

Additionally, we realize that these lists do not provide us with a total number of the auxiliary forces in existence. In all probability, Cheesman states that the totals would be closer to 220,000 total men, of which 80,000 would have been mounted.

With twenty-eight legions in existence, with strengths estimated at between 5,000 and 6,000 men, the total forces of the Roman Imperial Army could well have approached 400,000 men of all arms.

CONCLUSION

It is interesting to note that when we look at the period between Augustus to Marcus Aurelius, no formal history of the Roman Empire exists.



Each successive ruler or rulers made their marks on an era, which was usually a result of personality and money. When leaders failed to control the situation, revolution was the norm and we see again and again the Roman army becoming the instrument of control.

Augustus created the Roman Imperial Army, and while somewhat lacking in command ability militarily, he was an outstanding organizer. The differentiations between the garrison at Rome and the provincial armies date to Augustus. It was he who designated the differences between legionary and auxiliary troops, their command structures and recruiting methodology.

He recognised four major areas of concern and addressed each in turn. He subjugated Spain, and recognised that the area of the Alps had to be brought under Roman control. Efforts were made to control the Rhine and the Danube and a series of defense works established. The Romans asserted themselves in the east and ensured control of Egypt in the south.

Augustus conquered north-west Spain, the Alps, the right bank of the Danube, Egypt, and made provinces out of Galatia and Judea.

The Julio-Claudians expanded the Empire when Germanicus was sent to the east with the reduction of Cappadocia. Armenia became a protected kingdom and Judea was annexed. Caligula established a Thracian state and set up new policies in Africa.

Claudius conquered Britain and Thrace became a part of the Empire. Under Nero, Corbulo conquered Armenia and Nero also dealt with the revolt of Queen Boudica in Britain. In Judea, Vespasian and Titus were sent to quell the rebellion.

Once we see the year of the three emperors, it was Vespasian that began what we call the Flavian era. His son Titus captured

Jerusalem. Domitian addressed the problems in Britain and became engaged in wars with the Germans and Dacians.

Trajan brought the empire to its greatest heights. He conquered Dacia and reached the Aures. Troops were subsequently sent east to conquer Mesopotamia, a prelude to the destruction of Parthia. At least ten legions plus auxiliaries were sent between 113 and 114 AD. The Upper Tigris and Upper Euphrates were brought under Roman control and Nisibis, Edessa, and Ctesiphon were all reached. The end of Trajan's reign was marked by Parthian military activity and the rebellion of the Jews.

Hadrian adopted a defensive posture for the empire. He abandoned Mesopotamia and made peace with the Parthians. He was responsible for an extensive fortification system in Germany, Raetia, and Britain. Pius engaged in smaller conflicts with the Germans and Dacians. War broke out in Armenia and an uprising in Mauretania occurred.

Under Marcus Aurelius, we see the beginning of the end of Rome's military dominance in antiquity. Parthia invaded Syria and serious problems arose on the Danube. The Germans crossed Pannonia, driving all the way to the Adriatic. The Goths were establishing themselves as a force and the Sarmatians and Quadi attacked in 172 AD and in 175 AD the Sarmatians attacked by themselves. Marcus Aurelius spent his time on the Danube from 172 to 175 AD and again between 177 and 179 AD. He would spend his last days there.

We begin to see just how complex the Roman Imperial Army was. The Roman legions were effective for so long because of their military organization and techniques. To this, we must add the quality of the Roman soldier himself. Slaves could not become a soldier. The peregrini (foreigners) formed the auxiliary units of the first century and were formed into numeri in the second

century. Only about 10,000 Roman citizens were recruited per year as legionaries. The best soldiers of the plebeians became subalterns, cavalry decurions, and infantry centurions. The officer corps was staffed by the equestrians (Tribunes and Prefects) for the garrison at Rome, the fleet, auxiliary units and legions. The senators and equestrians almost exclusively formed the officer class for the first two centuries of the Roman Empire.

The Roman Empire was a military monarchy that existed because of the power of its soldiers. As time went on, the quality of the individual soldier declined and so thus did the power of Rome.

Enjoy!

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Lycanthropes

We're always looking for something different to game around the office. Being a mixed bunch our tastes are somewhat eclectic, or confused may be a better word to use! When Alain Padfield came bounding in with these Werewolves from French firm Confrontation it just so happened that we had painted up some Vampire Hunters from Chiltern Miniatures. A fun 1 hour game commenced ...with plenty of snarling, but that was just Alain when he lost.





SENTINIAL



THE BATTLE OF CHAMPS

ARDENNES ACTION – DEC 25TH 1944

BY DAVE ROBOTHAM

The lure of the snow-covered ground on Christmas Day 1944 was simply too much for us to ignore any longer. After coming across a fantastic map in an Osprey Campaign book we've embarked upon a massive 10mm scale game based around the action to capture Champs, a vital route to Bastogne. This game has everything we need for a weekend of WWII gaming.

INTRODUCTION

You could view the events of this day in 1944 as the ultimate present for Adolf Hitler – the capture of Bastogne by his troops fighting in the Ardennes.

But it wasn't to be. The attack failed and as we all know Patton eventually arrived, Bastogne was relieved and it was all over bar the singing.

But the events leading up December 25th 1944 and indeed from 03:00 when the droning noises of the German aircraft led to explosions around the Rolle area (an area which housed the Regimental HQ of the 502d PIR) were pivotal in the campaign that we all know as the Battle of the Bulge.

We have to come clean at this point and tell you that we chose the battle of Champs for our large scale 10mm Ardennes game not based on the orders of battle or the actual combat itself, but rather because we saw a rather cool looking map in an Osprey Book.

Our Art Editor, Stephen Rhodes,

immediately jumped on the chance of recreating the map and we hope you'll agree that the map on the following pages is a superb piece of work.

Having made such an admission we have to add that Young Mr Robotham did have at the back of his mind words like "Champs was really important" and "I'm sure the Germans mistook the wrong village as Bastogne" and other such nuggets of information.

A potted history of the battle goes something like this:

- 502d dug in around Champs, part of

the overall US defensive perimeter of Bastogne

- 03:00 German aircraft bomb the area around Rolle

• Next 50 Panzer Grenadiers from the 77th Grenadier Regiment advance down the road towards Champs, clad in snow suits and using the moon's light to aid their movement

- 04:00 and the 50 Germans storm the village and more troops assault the left flank of 2d Battalion



These superb 15mm vehicles were painted by Micropanzer.com

Axis Forces

Col. MAUCKE

1st Battalion

77th Grenadier Regiment

2nd Battalion

77th Grenadier Regiment

Camouflaged Infantry

1/2 Company from

1st Battalion 77th Reg.

German Armour

2x Assault Battalions

115th Panzer Grenadier Div.

(18x Panzer IVs)

Artillery support

3x Barrages

Stuka Air support

2x Sorties



THE BATTLE



FOR CHAMPS



Allied Forces

Col. CHAPPUIS

'A' Company

327th Glider Infantry

'A' Company

502nd Para Regiment

'B' Company

502nd Para Regiment

'C' Company

502nd Para Regiment

U.S Armour

705th Tank Destroyers

Shermans from Team Roberts

Artillery support

463rd Parachute Field

Artillery Battalion

Bazookas from Glider Inf.



- Two assault battalions of the 115th Panzer Grenadier Division (18 Panzer IVs with tank riders) drive straight at 3d Battalion of the 327th Glider Infantry

- These assault Battalions break through the 327th and split into two groups – one heading to Bastogne and one wheels North towards Champs and straight at Companies B and C of the 502d

- Fortunately for the Paras two Tank Destroyers of the 705th Tank Destroyer Battalion take the pace out of the Germans

- This group of Germans was to be cut to ribbons by fire from several sources: the 705th Tank Destroyers, Shermans from Team Roberts, the elements of the 463d Parachute Field Artillery Battalion and bazookas from the Glider Infantry

OUR GAME

We drew major inspiration from the actual historic fight and then looked around at how we could play the game, making it fun enough for 6-8 people to indulge themselves in over a weekend.

In the end Dave Robotham decided that we would use Flames of War (FoW) Orders of Battle for the game but because of the size of the game we would not use the FoW

rules themselves, rather we would create our own set of rules specific to the scenario at hand.

As to the terrain well again it was Dave Robotham who took the lead. He's been experimenting with some TSS terrain tiles over the last few weeks and has found a technique he is happy with for 'transforming' them. With this game ahead of us Dave has chosen to make a whole batch of 2 foot square tiles out of hardened styrene which he will 'dress-up' as Ardennes countryside.

Dave will be chronicling his job of making the terrain in the pages of Wargames Journal over the coming months. We won't bore you with it every month, but maybe every other month we'll show you how he's getting on and share his tips and tricks for terrain manufacturing.

The styrene we are going to use will be complimented by some custom Vac Form terrain pieces that Amera (www.amera.co.uk) are kindly going to make for us. Andy over at Amera is going to take models that we make and turn it into vac form pieces that we can have made en masse for use in the game. With our table sitting at 12' x 12' we are going to need 36 highly decorated tiles.

A lot of the game requires

undulating fields that are covered in frozen grass and various hedgerows. To stop us reinventing the wheel over and over, and to help us get a sense of movement to the ground we are going to use vac form pieces mounted to the styrene boards we are making.

We also need to get plenty of height so a mixture of 25mm and 50mm thickness styrene will be used to assemble the slopes. On top of this we also need to simulate the US troops dug-in and awaiting the German assault, using the styrene will allow us to carve these out of the tiles and have our US troops ready for combat at eye level.

MEN AND MACHINES

This really is where this game gets interesting. As it is a Battalion level game we are looking at having over 1,000 figures on the table and rather a lot of vehicles, not to mention more trees than we can shake a stick at. Our initial thought was to play the game using 15mm scale vehicles and figures but this was, we eventually decided, too large a scale, not only in terms of miniatures but from the point of view of ground scale. So we settled on 10mm scale.

By February we hope to have the first batch of US troops ready to show you, along with the first set of gaming boards.



2000

A.D.



Superb figures from the Foundry range painted by Alain padfield



SNEAKY GITS AND FAYE ELVES

By Dave Robotham

Leaving WWII well and truly behind him Dave turns his attention to the small world of 10mm fantasy as he leads us down a rapid route of painting Goblins and Elves for use in the Battle of the Five Armies game from Games Workshop.

In Issue 4 (February) Dave will be looking at 15mm Ancients and 28mm scale Adventurers, so look out for these two articles.

INTRODUCTION

In my opinion, and at the risk of angering all the people out there who crusade against racial stereotypes in fantasy settings, Goblins are dirty, dressing in drab browns and greys and their armour is rusted and rag-tag.

On the other hand Elves are clean and their weapons will be polished and fine quality and any colours used on uniforms would be light and pastel.

On a 28mm figure you are able to achieve these distinctions quite easily. The detail that comes with the scale really helps give a definite visual divide between the two races. There are a variety of painting techniques that can be used to make that divide between the races even greater.

However, when you reduce the scale down to 10mm things become a little more interesting... How do you achieve a stark contrast between races when the figures are so small and considerably less detailed?

I decided to try and what follows is a guide to the techniques I used. For this guide I used Games Workshop's 10mm figures from their Battle of the Five Armies range. I picked some Goblin Warriors on foot and some Elven Cavalry.

Games Workshop's Battle of the Five Armies figures are wonderful to look at and really well sculpted so will work wonderfully for this exercise.

GOBLIN WARRIORS

I started with a black undercoat as anyone who primes 10mm figures with white is far braver than me. A black undercoat will provide you with all the shading you need and means less painting overall.

You see the problem with a white undercoat is that you have to paint everything from the top down. You have to shade your colours. If you start with a black primer you can build your colours up through highlighting which is a much easier technique to use and master.



So following my own ideas of what goblins should be like (dirty, dressing in drab browns and greys, their armour rusted and rag-tag) I decided to build up their armour and weapons through a series of silver and brass colours.

I started by drybrushing the entire strip (everything) of figures Brazen Brass (from Games Workshop's paint range). A helpful thing this first drybrush does is identify all the details on the figure that

10mm Scale Fantasy Figures

"Battle of the Five Armies"

you would otherwise miss if you tried to paint everything individually.



The next few stages race by very quickly as all I did was add a couple of layers of drybrushing through the different coppers and bronzes the Games Workshop produce. I used Beaten Copper and Dwarf Bronze followed by a final light drybrush of Chainmail.

To tie all the colours together and toe them down I the watered down some Black Ink and painted it over the entire strip of figures.



One little detail I allowed myself to indulge in was the highlighting of the business end of the goblin spears and axes. I found that a touch of GW's Chainmail just helped define the weapons on the models. You don't have to add this level of detail but I find that if it's easy to do then it just adds to the overall finish of the unit.



Now I know that Orcs and Goblins in the world created by Tolkein were not always green skinned but for effect on the battlefield and impact I have used the quite vibrant GW colour Snot Green. Instead of drybrushing this colour onto the figure I painted it on achieving a more flat and brighter finish. A tip when painting goblins skin is to watch out for their ears. If your particular brand of Goblin has very pointed ears be sure to look out for them behind his helmet or head dress as I always over look the smaller details like this and have to go back and paint them in.



And now I started their "other bits". I find that after you have done the metal and skin on an Orc or Goblin you have pretty much painted the entire thing. Everything else just blends into a series of browns and other suitably drab colours.

All that is left on these 10mm figures though are the weapon shafts and shields. There is also the odd main of hair or leather sack to paint. I started with a base colour of Scorched Brown and painted the all the remaining details with it, hair, weapons and shields included.

BRUSH STROKES



To bring out the details of the shields and weapon shafts I used Bestial Brown followed by Snakebite Leather. This simple three stage highlight just brings the details out and finishes the figures off.



After I had left the figures for a while I had to go back for just one final detail. I used Goblin Green to highlight the flesh on the figures. Using minimal amounts of paint I picked out the most prominent areas. There were chins, eyebrows, cheekbones and knuckles and fingers.

And lastly I watered down some Brown Ink and glazed every figure just to tie all the colours together.

A glaze is often used to blend highlight together and add subtle tints to existing colours. You could very easily skip these stages but I couldn't bring myself to do it...

So there you have it, the beginnings of a Goblin

Unit for Battle of the Five Armies. Just another 800 to go before the Editor is happy he has enough to game with!



ELVEN CAVALRY

So with the Goblins finished and looking grimy and suitably "greenskin-ish" it was time to see how I would make elves look all nice and pretty...

Even though I was looking to achieve a bright clean finish with the Elves I still used "good old reliable" the black primer, for all the same reasons stated at the beginning of this article.



What would any self respecting Elf captain be doing without a nice white charger between his legs? The answer... Nothing, as all self respecting Elf captains require a nicely groomed white steed to ride about on.

So with that moral quagmire sorted I knew what colour to paint the front horse of the pair and the second horse I decided could be a nice light

10mm Scale Fantasy Figures

"Battle of the Five Armies"

brown. I base coated the first horse in Fortress Grey and the second in Snakebite Leather, I simply painted the colour onto the figure with not a sign of drybrushing to be found. I had to make sure that I painted right up into all the nooks and crannies though to make sure the final colour was smooth and consistent.

I chose a bright pastel green as the main colour for the cloaks, robes and banner. I used a 50/50 mix of Snot Green and Skull White. Again I just painted this onto the figures making sure I got a good coverage. Also at this painted I painted the boots, standard pole and hair of the Elves in Snakebite Leather.

This is a good time to now paint the shields and weapons and you would pretty be finished. The joy of 10mm figures is that a simple base colour and you can leave it at that. But I will be going a few stages more...



To separate the styles of the two races further I decided against silver for the Elven weapons and instead tried out a rich gold colour. I used a base colour of Beaten Copper and painted the spear tips, swords, armour and shields and I did an initial highlight of Dwarf Bronze. I also started highlighting the brown steed by creating a 50/50 mix of Snakebite Leather and Bubonic Brown.

This was painted on using very broad highlights

leaving the base colour in the very deep recesses of the horse. I also use the same mix to highlight the hair, gloves and boots. My plan was to take the highlighting on the clothing one stage further than the horse to make sure the two colours were different enough.



I then focused on finishing the horses. I mixed Skull White and Fortress Grey and used this to start highlighting the white horse. I use pure Skull White for a final highlight on the horse. I also painted the main and tail in the same colours. I used pure Bubonic Brown as the third (and final) highlight on the second horse as well as highlighting the boots, gloves and hair with it.



To finish off the gold I use Shining Gold and highlighted the tips of the blades, edges of the

BRUSH STROKES



shields and the rims of their helmets. I also used Bleached Bone to do the final highlights on the boots, gloves and hair. I then started the flesh I took a rather radical approach and used Blazing Orange as the base colour. Apart from having the effect of making them look like Umpa Lumpas it also provides fantastic shading for Elf Flesh as on a 10mm scale if you are putting the detail into the figures you want a good contrast between your highlights and your shading.



All that was left then was to paint the tack and highlight the pastel green and finish the skin. I used pure Elf Flesh to highlight the skin focusing on the nose, cheek bones, brow and ears.

To make sure the tack on the horses didn't stand out I painted it black and highlighted it with one layer of Codex Grey. It was simple and didn't detract attention away from the rest of the figure. I also used the same colours to paint the main and tail of the second horse as well as using pure Bleached Bone to paint all the hooves.

I used the Snot Green and Skull White mix to highlight the cloaks. I started by adding a touch more Skull White and then highlighted it once more by adding slightly more Skull White to achieve an even lighter more Elven green.



And I was done. I may well go back and paint a small design on the banner, some swirling vines or something similar as that would be a fantastic way to distinguish units on the battlefield.

IN CONCLUSION

The techniques I used to paint these figures may seem overly complex and time consuming but the basics of them can be very easily applied to a whole army. I used drybrushing and dark browns coppers and silvers to paint the Goblins with plenty of inks along the way to keep them looking suitably gloomy and evil. For the Elves I used bright flat colour that help show off the flowing cloaks and elegance of the models.

In an upcoming issue I will hopefully be putting together an article on different painting techniques some well known and traditional but others new and hopefully interesting. However if there are any areas of model painting you would like me to look at in a future article please feel free to get in contact and just ask.

Goodbye, and if you have been, thank you for listening (I know you've been reading but the saying is listening and it would have been stupid if I hadn't written that!)







OPERATION TOP DOWN

Bit of an odd title but this double page spread is an introduction to the new way we'll be doing some photography in Wargames Journal when it comes to illustrating our Battle Reports. The simple explanation is that a top down boom arm will allow for direct pictures of a battlefield to be taken.

Our first such report will appear in the February Issue of the magazine and features 20mm scale German troops and vehicles slamming into a French town and driving out the defending French force.

Taking shots this way can never truly replace the wonderful perspective shots of figures and vehicles that show off their true quality, but it will allow us to annotate battlefields and show you exactly what the commanders were thinking (or not!) when they made that fateful move.

After the carnage that is our WWII Blitzkrieg game we will feature a 28mm scale battle report featuring Imperial Romans and Celts. This will give us a great chance to show off the damage that those Celt chariots will make of the Roman formations.

So we hope that you like the new format and if you have any feedback please feel free to contact us admin@wargamesjournal.com



Retro Robogear

By Alain Padfield

INTRODUCTION

It will be evident in the coming months that Wargames Journal is giving some emphasis to plastic figures. This seems to have come about through a process of osmosis.

Visual and tactile exposure to the latest Robogear miniatures from Airfix has led to a growing appreciation for the poor old forgotten plastics.

Many wargamers of several generations past will have started in this hobby with plastics. They most likely bought hordes of Airfix Napoleonic or World War II figures, before moving on to 15mm and 25mm lead figures.

Wargamers of recent generations meanwhile will have been nurtured by Games Workshop, whose bulk troops are produced in hard plastic.

Soft plastic figures though are harder to work with. When I clean up mould lines I invariably slice off a chunk of thigh or nose at some point. They bend and paint flakes off after time, which makes painting them with pva glue a necessity.

Having said all that, they

are cheap and finely detailed especially many of the recent releases by companies like HaT and Zvezda.

My contribution to WJ's revitalisation of plastics involves painting them, so I always have to keep an open mind when talking to the editor - or even worse when Neil Fawcett has an off-the-wall idea. I also have to keep calm if I find myself in a model shop with Neil or Tom, in case they pick up a boxed set of toys and one of them has one an

'idea'. In this case it was at a Modelzone and the words 'oh, aren't these 54mm Crusaders and Saracens really cool?' were muttered.

We had aimed to fill one of the slots in WJ with a crusader article of some kind, but it wasn't quite realistic to quickly do a historical scenario for a few mounted knights and Saracens.

We also
lacked
painted



*"We asked Alain to look
ple to use skirmish rules
pointed him in the direc-
plastic figures. The end result is a set of science fiction
inspired rules for the Crusades!? Which sounds so mad it
could almost work ..."*

*at creating some sim-
for the Crusades and
tion of some 54mm scale*

dismounted versions of the figures (like most wargamers we have an unpainted figure pile the size of a small house) and most wargamers are unlikely to have 54mm figures floating about in their 'bits box' anyway.

The solution was to create some detailed skirmish rules. I decided to take the Robogear rules as a starting point, as they are nice and simple. If you imagine a knight as a pilot and a horse as a war walker you are half way there already.

All I had to do was add mechanisms to reflect a more personal type of skirmish, along the lines of a joust or general melee.

You can get the rules for free from http://www.robogear.co.uk/media/media_pdfs.aspx

Returning to the

theme of WJ's focus on plastics, I do realise that there are still loads of wargamers out there who regularly wargame with plastic armies. They are just a bit thin on the ground, and let's face it, most wargamers are a tiny bit disdainful of plastics.

I used to have 20mm Napoleonic plastics and still have two friends with considerable collections of plastics for the same period. We play 'Napoleons Battles' with them, using French, Russian and British armies. They are cheap to buy, easy to paint, and with 8 to 28 figures in a brigade units are created quite quickly for 'Napoleons Battles'.

One friend has a rather odd collection of units though. They include the Wurttemberg Artillery Park, Russian Guard Cossacks, Austrian Grenadiers, Silesian Landwehr and Dutch Hussars. The only regular infantry that he has are two French corps that I swapped with him for 6mm Napoleonics.

It is frustrating to always play against or with such a microcosm of an 'Allied' army, and it plays havoc with the command rules for 'Napoleons Battles'. The advantage of using plastics though is that so

long as you move units by the bases, the figures are protected.

With lead figures, especially if they are singly based, players tend to pick them up in 'clumps' before dumping them on the battlefield. This problem is reduced with rules like Armati or DBA and its many children, where a unit comprises one base with 1 to 6 figures on it.

With plastic figures players are more likely to respect their 'fragility' and hold them by the bases, while the lack of weight makes them easy to move about without dropping them.

There are indeed many advantages to plastic figures. If you enjoy small scale skirmish games with no more than 10 to 20 figures aside, 54mm is ideal. Even if you have cavalry, or play a period with automatic weapons, all you have to do is reduce the scope of the scenarios that you play with them.

There are many manufacturers including Airfix, Revell, Tamiya, and HaT. There are also resin and lead manufacturers like Historex, Dragon and Irregular Miniatures.

The cost varies, but in the end the only real drawback to gaming in 54mm (or is it 56mm?) is in making scenery and storing it.

The 1/48th (36mm), 40mm and 42mm ranges have probably grabbed the market in terms of large-scale wargaming. I am thinking of Perry Miniatures, Northstar and HLBSC Ltd here.

Instead, I present a game involving 54mm Saracens and Crusaders. I forgot who the manufacturer is, as I only kept the box art for reference, I am sure the editor can enlighten you! (Ed: It was Italeri!)

ROBOGEAR

The Robogear website has a download of the rules, which are quick and easy to both learn and play. The rules presented here will differ in many ways, but an understanding of the 'parent' rules will help.

I would say that they are equivalent to an upgraded set of board game rules, which reflect basic and simple tactics. Basic and simple tactics of course, are fundamental tactics.

Later in the article are several pages of Character Sheets for the figures that we used. They contain all the information you need for each figure. There is also a fast play sheet and weapons sheet, it is worthwhile printing these so that you can refer to them easily while you read the rules.

I would emphasise the board

game element of the rules, as they are at the 'gamey' extreme of the hobby, rather than being historical realism.

They are entertaining and fun to play and great for a quick game. This is the advantage of using them with historical 54mm plastics, it all makes for a cheap and easy distraction from 'serious' wargaming.

INITIATIVE

Whichever player has the most figures chooses one of his figures to 'activate'. When a figure is 'activated' a player must spend at least half of its Actions on moving, shooting or fighting. A player can spend up to all of that figure's Actions, or leave some spare.

When a player finishes 'activating' a figure, he declares that he is done. The player with the least figures then chooses one of his figures to 'activate' in the same fashion. The player with the most figures then 'activates' another figure and so on.

If players have the same number of figures, each rolls 1d6. Whoever rolls highest 'activates' a figure first and so on, if the die scores are tied keep rolling until they are different. If there are several players all fighting each other, they 'activate' figures in order of the die scores from high to low.

A player can activate a figure that has already been 'activated' in a given turn, if it still has Actions left unspent. A figure can use unspent Actions to parry or dodge an attack. It is best to use a six sided die to register how many Actions are left on a figure in a given turn.

When all of the figures have

been 'activated' once, the turn is over. You begin Initiative again from the beginning and figures recover spent Actions up to the limit of their remaining Endurance.

The turn can end if figures still have Actions unspent. Use counters to mark when a figure has been 'activated', so that it is easy to know when a turn it over. We've provided a few for you to print off and cut out if you don't have any lying around.

It can be to the advantage of a player to 'activate' the last figure, if his opponent has lots of figures that have been 'activated' once but still have Actions unspent. A figure that parries or dodges an attack does not count as having been 'activated', as these are passive responses.

ENDURANCE

This statistic replaces the Armour Scale in Robogear, figures that have armour have higher Endurance. Endurance determines how many Actions a figure gets, when it is reduced to 0 a figure is killed. It is a 'catch all' statistic that reflects stamina, strength, speed and wounds all combined.

NOTE: In Robogear the Resources statistic is intended to reflect the damage a vehicle takes during a battle. As the number lowers so the vehicle nears destruction and as damage is taken so the vehicle's systems are impaired and this reduces its Resource Points, simulating fatigue for want of a better expression.

Actions are reduced at intervals. When Endurance reaches a score beneath an Action number on the character sheet, which is how many Actions that a figure can

spend in each turn.

ACTIONS

This statistic replaces Resources in Robogear, figures that are more experienced or skilled have higher Actions. Actions determine how far a figure can move, or how many times it can shoot or fight in a given turn. Actions are reduced when Endurance is reduced.

MOVEMENT

- A figure that is on foot can move 3" per Action spent on moving. This movement is reduced by -1" per 1" of obstacle that a figure climbs over or by -1" if it moves through rough terrain.

- A figure that is on a horse can move 5" per Action spent on moving. This movement is reduced by -2" per 1" of obstacle that a figure jumps over or by -3" if it

moves through rough terrain.

- A figure cannot cross obstacles of 3" or higher without a ladder or something to climb up. A figure can climb 1" per Action, whether it is up a rope, tree or steep slope.

A figure can move in any direction, and finish movement with any facing except when it is Fighting. If a figure moves into base contact with an enemy it must do so in a straight line. If a figure moves out of base contact with an enemy it must do so directly away from that enemy.

If a figure is in base contact with an enemy it can move 1" per Action and stay in base contact. If that enemy has unspent Actions it can spend 1 Action to turn on the spot after the figure has moved. It can also spend 1 Action to move directly backwards 1".

SHOOTING

- A figure can spend 1 Action to shoot a weapon, and 1 Action to aim a weapon. If a figure aims a weapon increase the shooting die roll by +1, to a maximum of +1. A figure cannot shoot if it has an enemy in base contact that has spent an Action to attack him.

- A figure must spend 1 Action to load a short bow, composite bow or longbow, 2 to load a latch crossbow, 3 to load a wind crossbow, 4 to load a pistol and 5 Actions to load a handgun.

- A figure can shoot at an enemy, so long as it can see part of that enemy figure. If an enemy is mostly visible (50%) reduce the shooting die roll by -1, if it is partly visible (25%) reduce it by -2. If an enemy has a small shield reduce the roll by -1, if it has







a large shield reduce it by -2.

The Character Sheets include the ranges for weapons, and the scores needed to hit for each figure. In all cases a player must roll equal to, or higher than the to hit number given on the sheet.

We will shortly be making a Fast Play Sheet available for download from the Wargames Journal web site. This fast play sheet includes all of the ranges as well, and some sample to hit numbers.

FIGHTING

If two figures are in base contact they can fight each other. A figure can spend 1 Action to attack an enemy, 1 Action to parry an enemy and 2 Actions to dodge all enemies that are in base contact with it when it dodges. If a figure parries with a bow it is broken on a roll of 2+.

The Character sheets include the scores needed to hit, parry or dodge with for each figure. In all cases a player must roll equal to, or higher than the to hit number given on the sheet. The fast play sheet includes all of the ranges as well, and some sample to hit numbers.

The attack numbers are low, as it is difficult for a trained warrior to miss an enemy. The parry numbers are higher, and determine whether a figure is hit or not. If a figure makes an attack, give the other player a chance to parry, as he cannot spend Actions to parry or dodge after his figure has been hit.

A figure on foot can only attack or parry enemy figures in front of it or to either side of it. A figure on a horse can only attack or parry enemy figures to either side of it (it can

attack enemy figures in front of it with a lance). A horse can only attack enemy figures in front or behind it.

All figures can dodge sideways and forwards within a 180 degree arc, so long as there is not an enemy or obstacle in the way. If a figure dodges it must make a full movement in a straight line, as if it had spent 1 Action to move, and can finish that move facing in any direction.

DAMAGE

Shooting weapons have three ratings for damage, reflecting how much damage they do at short, medium or long range. Fighting weapons also have three ratings for damage, reflecting how much damage they under different conditions.

If a figure on a horse uses an Action to move into base contact with an enemy, it uses the first rating if it uses its next Action to fight that enemy.

If a figure on foot uses an Action to move into base contact with an enemy, it uses the second rating if it uses its next Action to fight that enemy.

In all other cases, if a figure hits an enemy in base contact, it uses the third rating to determine damage.

If a weapon hits a figure, its Endurance is reduced by a score equal to the damage of the weapon under the conditions given above.

If the die score was an unmodified 6 that damage is doubled, roll 1d6. If the die score is another 6, the damage is trebled instead of doubled.

MISCELLANEOUS

I have not detailed how base contact works, as these are 'muck about' rules. Use the base contact rules in Robogear, or whatever skirmish rules you usually use. These rules are in development anyway, so I am playing fast and loose with how they work.


Once you are used to using the rules, I would advise specifying which weapon a figure is using at the start of a game. A figure can spend 3 Actions to sheath a weapon, or lay / tie it across the horn of their saddle.


A figure can spend 1 Action to draw a weapon, or 2 Actions to draw and ready a weapon that requires both hands (any type of bow, handgun, lance or great sword).


You can introduce further limits on which enemies a figure can attack or parry. A figure can only use a weapon or shield in its left hand against enemies to its front or left. A figure can only use a weapon or shield in its right hand against enemies to its front or right.

If this is too restrictive, allow using a weapon or shield against enemies to the 'off / awkward' side at -2 on the die roll.



GRUSADER NOBLE				Point Cost: 215			
WEAPONS	ATTACK	PARRY	DAMAGE				
Mace	3+	6+	6 6 6				
Longsword	2+	5+	7 6 5				
Large Shield	5+	3+	2 2 2				
RANGE	-	-	-				
DAMAGE	-	-	-	DODGE 5+			
ACTIONS	6-----	5-----	4-----	3-----			
ENDURANCE	17 16 15 14	13 12 11 10 9	8 7 6 5 4	3 2 1			

GRUSADER KNIGHT				Point Cost: 190			
WEAPONS	ATTACK	PARRY	DAMAGE				
Longsword	2+	5+	7 6 5				
Dagger	4+	6+	5 4 3				
Large Shield	6+	4+	2 2 2				
RANGE	-	-	-				
DAMAGE	-	-	-	DODGE 6+			
ACTIONS	6-----	5-----	4-----	3-----			
ENDURANCE	17 16 15 14	13 12 11 10 9	8 7 6 5 4	3 2 1			

GRUSADER SQUIRE				Point Cost: 160			
WEAPONS	ATTACK	PARRY	DAMAGE				
Longsword	3+	6+	6 5 4				
Dagger	4+	6+	5 4 3				
Large Shield	6+	4+	2 2 2				
RANGE	-	-	-				
DAMAGE	-	-	-	DODGE 6+			
ACTIONS	5-----	4-----	3-----	2-----			
ENDURANCE	17 16 15 14	13 12 11 10 9	8 7 6 5 4	3 2 1			

SARAGEN NOBLE**Point Cost: 200**

WEAPONS	ATTACK	PARRY	DAMAGE
Scimitar	2+	4+	5 4 3
Axe	3+	6+	5 5 5
Small Shield	4+	4+	3 3 3

RANGE	-	-	-
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DAMAGE	-	-	-
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**DODGE 5+**

ACTIONS	6-----	5-----	4-----	3-----	2-----
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ENDURANCE	15 14 13	12 11 10	9 8 7	6 5 4	3 2 1
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SARAGEN WARRIOR**Point Cost: 180**

WEAPONS	ATTACK	PARRY	DAMAGE
Longsword	3+	5+	7 6 5
Hammer 4+	6+	6 6 6	- - -
Small Shield	5+	5+	3 3 3

RANGE	-	-	-
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DAMAGE	-	-	-
---------------	---	---	---

**DODGE 4+**

ACTIONS	6-----	5-----	4-----	3-----	2-----	1-----
----------------	--------	--------	--------	--------	--------	--------

ENDURANCE	13 12	11 10	9 8	7 6	5 4	3 2 1
------------------	-------	-------	-----	-----	-----	-------

SARAGEN ARCHER**Point Cost: 165**

WEAPONS	ATTACK	PARRY	DAMAGE
Longsword	3+	5+	6 5 4
Small Shield	5+	5+	3 3 3

Composite Bow	2+	4+	6+
---------------	----	----	----

RANGE	5"	30"	90"
--------------	----	-----	-----

DAMAGE	3	2	1
---------------	---	---	---

**DODGE 4+**

ACTIONS	5-----	4-----	3-----	2-----	1-----
----------------	--------	--------	--------	--------	--------

ENDURANCE	14 13 12	11 10	9 8 7	6 5 4	3 2 1
------------------	----------	-------	-------	-------	-------



Le Haye

By Walter Anstiss

Wargaming the famous Waterloo farmhouse

Waterloo is an inspiring battle and at its heart were two distinct building complexes: Le Haye Sainte and Hougemont. Here Walter Anstiss takes a look at his favourite, the small Belgian farmhouse, and talks about the idea of wargaming it in various scales. The image that accompanies this page is of his own 6mm scale Farmhouse.

THE FARM

Le Haye Sainte is an inconspicuous Belgian farmhouse on the road running from Charleroi to Brussels, situated at the foot of an escarpment. The owners of this group of buildings leading up to the

18th June

1815

could never have envisaged the importance that was to become placed upon it.

The site included, at the time of the battle, the main farm house, a number of outbuildings connected with a high wall. On the road side of which, a large gate had been added in a gatehouse like

structure (with its own roof). A number of other gates are found in the other walls, but smaller and less obvious.

To the side of the farmhouse was a garden with a wall facing the road and enclosed on the other 3 sides by hedgerows.



Sainte



The other end of the complex was the orchard, also enclosed on 3 sides by hedgerows apart from an opening onto the road.

In one direction the road headed toward Napoleon's headquarters at 'Le Belle Alliance' whilst in the other it rose to the ridge of the escarpment and on to Brussels.

THE BATTLE

On the day of Waterloo, Napoleon arrayed the French army with its centre on this road, while on the opposite side of the field Wellington was able to cover a large portion of the allied army behind the ridge, to the rear of Le Haye Sainte on both sides of the road.

Prior to battle the farm buildings had been invested and fortified by the 2nd Light battalion KGL under the command of Major Baring. This position was supported by the 1st Light battalion KGL and the Light company of the 5th Line KGL. Further along the escarpment in an area called 'the pit', elements of the 95th rifles were also able to offer covering fire. The scene was set for the monumental struggle.

It would seem that from the outset the commanders of both armies understood the strategic importance of this location when considering the actions that took place here.

13:00

The 'Grand Battery' opened the battle and hailed the advance of d'Erlon's corps.

This force enveloped Le Haye Sainte and continued on to attack

Wellington's line in the centre and to the left.

To relieve the ever worsening situation in this area, Wellington committed Picton's division (this is the occasion where Picton was shot in the head! A great loss to the British army) and the Heavy cavalry brigades of Ponsonby and Somerset.

15:00

Napoleon ordered Ney to take Le Haye Sainte, but engaging in the infamous unsupported cavalry attacks against the allied squares prevented him from fulfilling this command.

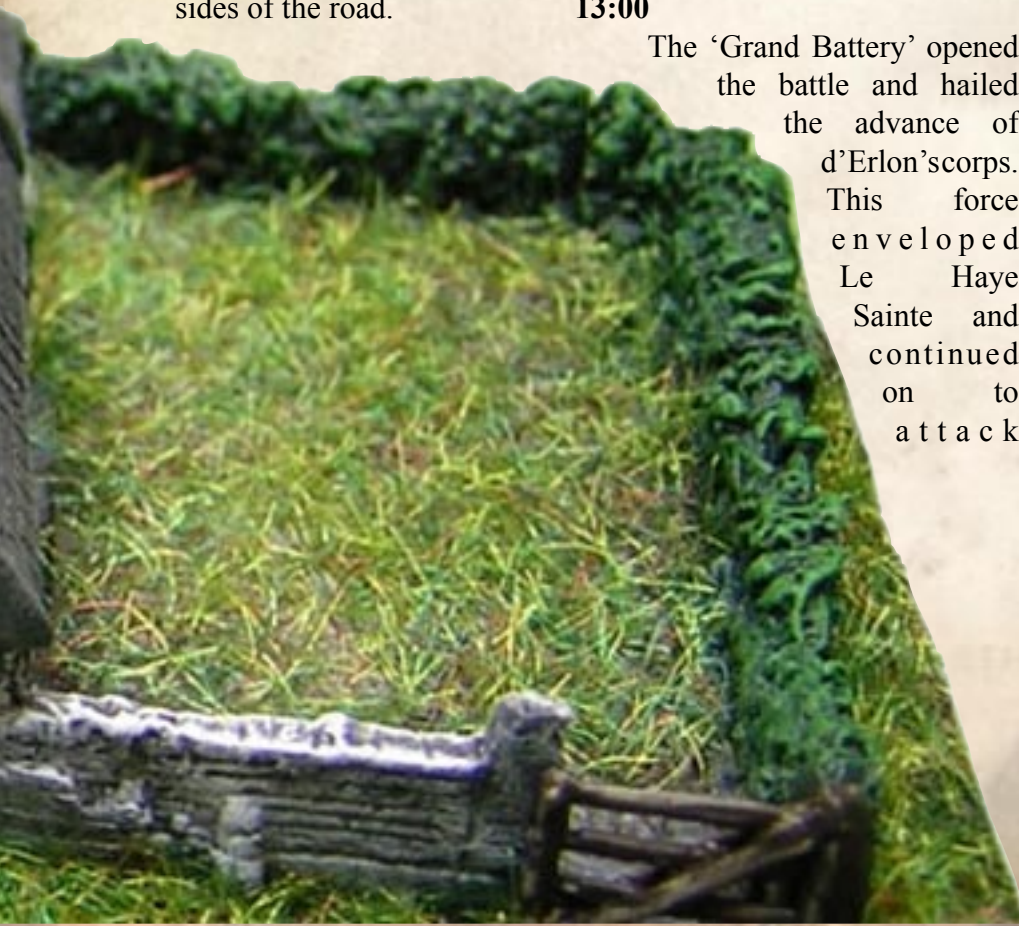
17:30

Napoleon again ordered Ney to take the farm.

18:00

Ney personally led a combined force of French infantry battalions, cavalry squadrons, gun and pioneers in a successful assault on Le Haye Sainte. By this time the depleted KGL defenders had used all their ammunition and could do nothing but retire. The only Allied troops that may have helped were still in square on the other side of the ridge.

The French attempted to use their advantage to advance the artillery to fire on the now exposed squares, but the gunners were 'picked' off



fairly quickly by the rifles of the 95th still holding the 'sand pit' further along the line.

19:00

Now in French hands the farm gave cover to the advance of the Imperial Guard in its attack on the allied centre – the rest is history!

Le Haye Sainte was recaptured around 9pm during the French retreat.

THE WARGAME

Le Haye Sainte, with its key role in this major battle allows for a great focal point for any wargame representing Waterloo (or any other battle come to that!).

Fortunately a number of wargame figure and scenic manufacturers have chosen this very subject to reproduce in a variety of materials.

I shall discuss just three:

REPRESENTING 1/300 OR 6MM – IRREGULAR

- A rough casting requiring some cleaning and then 'filling-in' when constructed, but has good detail and is straightforward to paint.

- The model includes both the garden and the orchard areas.

- The model is unable to accommodate even the smallest of base sizes for troop elements in any rule set that might be considered for this scale (a consideration for any building structure in this scale).

Therefore, a form of marker system is required or the use of individual figure to represent the presence of a particular unit, while the actual bases are held off the gaming table.

Also figures from Adler and Baccus

are not as aesthetically pleasing, as are those from Irregular themselves or Heroics and Ros (each to there own).

- Still as a representation this model works very well and appears from all available sources to be a good depiction of the site. A worthwhile addition to your wargame scenics in this scale.

NEXT UP – AIRFIX'S 20MM (HO:OO OR 1/72) WATERLOO FARMHOUSE

A model that I remember fondly from my childhood – a long, long, long time ago.

- Not perfectly to scale. E.g. the gatehouse should be further away from the farmhouse and the walls are too thin, but who's quibbling.

- This model is aesthetically pleasing with good detail for painting.

- With a little Lichen or green scouring pad cut into strips the hedges can be added for the garden and orchard areas.

- It can be comfortably used alongside a selection of 15mm, 20mm and 25mm figure ranges.

- At this scale the enclosed courtyard is large enough to allow a number of bases/elements of figures to be placed within. Irrespective of rule set.

- As in the smaller scale above this model serves its related scales very well – if you can get hold of one!

FINALLY FOR THIS ARTICLE 28MM SCALE - HOVELS

So how do you go about wargaming the farmhouse in 28mm scale? What a challenge, although Hougemont would be an even

larger challenge.

The issue with 28mm is always size and most scratchbuilt farm complexes I have ever seen are quite large and the Hovels one is very good.

Ed: *We were supposed to have a picture of our farmhouse complex in this article, but we've lost it! As soon as it is found we'll insert it into this article.*

I'm personally not a 28mm Napoleonic gamer and therefore struggle to come to terms with the idea of skirmishing in or around the farm. The problem as I see it is numbers and abstractions.

Even if we use the Sharpe TV series as an example of skirmishing around Le Haye Sainte you'd think there was only 100 men at Waterloo having a fight. I know this is a little unfair, but that whole sequence around the farm complex was not very realistic.

THE FINAL WORD

In conclusion, anyone attempting to wargame Waterloo must, without any exception, represent this little inconspicuous farm. Of course once in your collection the building can be used for many alternate actions. I've seen it used for WWII and Fantasy games.

A number of manufacturers provide models in any scale that you may consider. Use your wargame media, the shows and the web and locate the best deal for you at the time (crikey, I sound like a salesman banging on!). But a little effort on your wargame table can make all the difference.

ARTHUR! King of the Britons!

So no prizes for what movie inspired this particular page! Monty Python's *The Holy Grail*. We had these Knights painted up ages ago and recently got them out when Stephen Rhodes announced he wanted to create a game based around King Arthur and the Peasants! The game will arrive in the February issue, so for now just enjoy the Knights before they go all silly.



I am your King!

Well i 'didn't vote for you!

You don't vote for Kings.

Well how'd you become a King then?



BY ALAIN PADFIELD

SIBLING

BETRAYAL AND REVENGE

This is a sorrowful tale of siblings at war. A cowardly act has led to a bitter feud and curse of an old crone haunts a Viking Warrior. This two part scenario is presented for Age of Blood and Lord of the Rings. We'd like to thank Tom Weiss for the use of his wonderful Viking images. You can see more of Tom's work at www.twfigurines.de/

SAGA OF THE JARL KALFIR SORENSSEN

The saga of Kalfir Sorensen, Jarl of Skiringasal, is one of sorrow and pain. A once proud and mighty warrior, the skalds tell how he angered an old crone on his way home from hunting deer.

The crone accosted him and demanded restitution for misdeeds done to her by those of her village. Kalfir wished no part in her quarrel and she cursed him, calling upon the vengeance of her gods.

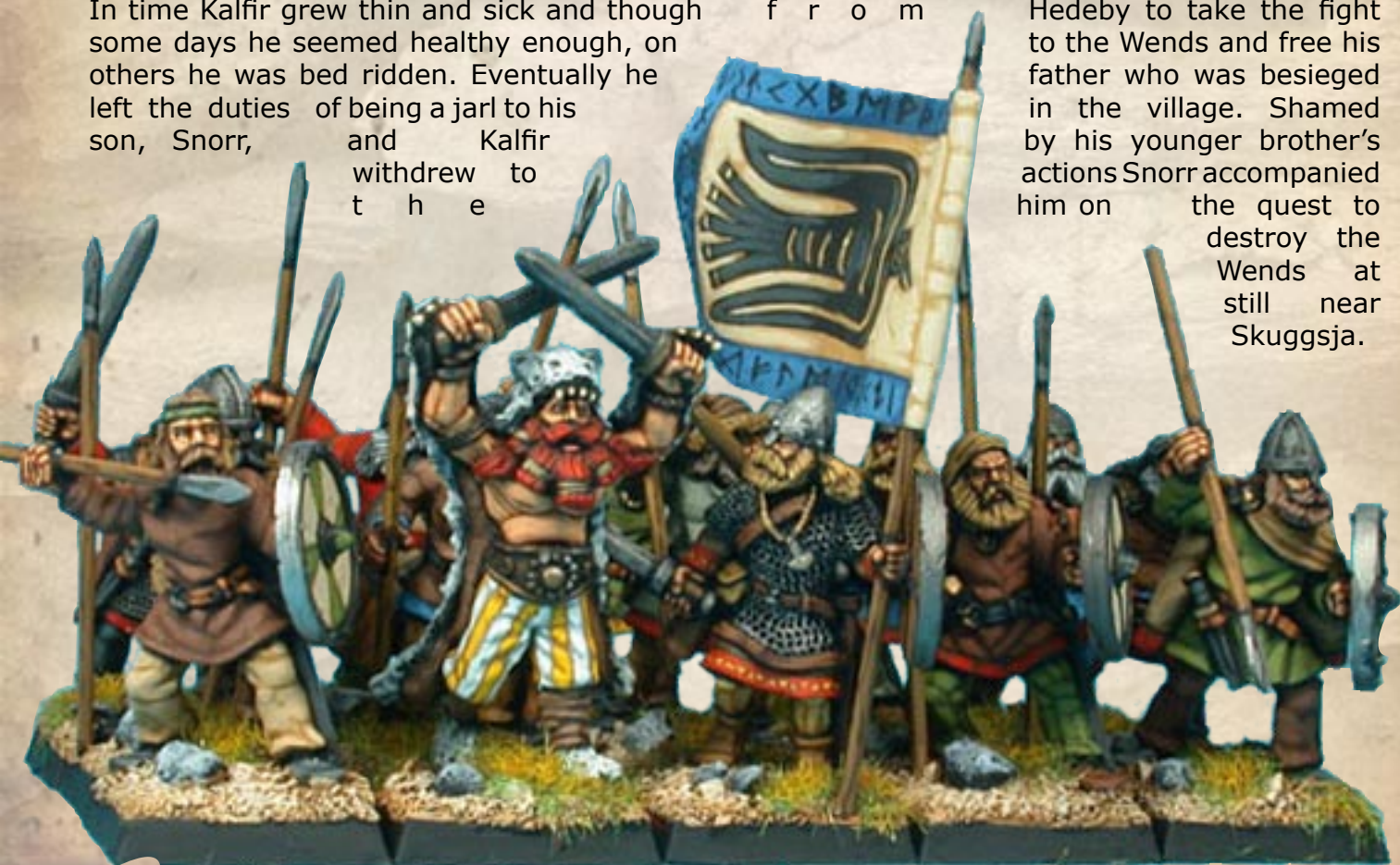
In time Kalfir grew thin and sick and though some days he seemed healthy enough, on others he was bed ridden. Eventually he left the duties of being a jarl to his son, Snorr, and Kalfir withdrew to the

farmstead that had belonged to his father in Skuggsjá where he rested.

Soon afterwards raiders from Wendland ravaged the lands around Skuggsjá and hearing this Kalfir demanded that Snorr send ships across the sea to take vengeance upon the Wends. Snorr was a coward and claimed that his warriors were tied up defending the rest of the region.

Kalfir's second son, Toren, heeded his father's wishes and from

he employed mercenaries Hedeby to take the fight to the Wends and free his father who was besieged in the village. Shamed by his younger brother's actions Snorr accompanied him on the quest to destroy the Wends at still near Skuggsjá.





RIVALRY

in the FAR COLD NORTH

With both their contingent's of warriors Snorr and Toren sailed up the fjord towards Skuggsjá. But as they neared the beach they saw that the valley was empty and that a palisade had been built around Skuggsjá. Toren blew his horn and marched with his men toward Skuggsjá, calling out for its defenders to respond.

But when the Wend to respond and the battle begins Snorr revealed his true nature and fled, leaving his father and his brother to their fate. The Wend ran down from the valley sides yelling and screaming, and charged into Toren's warriors. They were outnumbered and quickly surrounded, but fought on valiantly, trying to reach the village.

A champion of Skuggsjá, Aegir of the Water, guarded the breach in the palisade, which had not been repaired. Throughout the day the Northmen and the Wends battled, but what fate befell those who fought is unknown. Of Snorr thereafter more is known. The battle was a stain on his reputation that he employed skalds to reverse. They sang that he sadly arrived too late.

Not everyone believed those lies and allies of Kafir and Toren sought to bring him to bloody justice. They had to wait for their chance, but when it came they were ready and when he rode to Gokstad to meet the konnunger they set upon him and his men in one last chance for vengeance.

PART ONE: THE BATTLE OF SKUGGSJÁ

This is the first part of the a two part scenario where players fight the Battle of Skuggsjá to determine the fate of Kafir and Toren.

The Northmen

Toren and his troops begin between 12" and 24" from their boat while Skuggsjá's Defenders

begin within the village itself at the far end of the board. There is a breach along one part of the wall where Aegir's Hirdmen are aligned to defend.

Kafir is considered to be inside the Long Hall and cannot move on his own. At least two of Kafir's Champions must defend him at all times and require a successful Courage (LoTR) or Bravery (AoB2) to leave his side.

Aegir must defend the village, and protect the woman and children hiding in the houses off the board in the eastern part of Skuggsjá. Neither he nor his men may go further than 12" away from the palisades.

Toren's Warriors

1 x Toren Kafirssen
3 x Skiringasal Champions
10 x Skiringasal Hirdmen
6 x Hedeby Bondi
6 x Hedeby Hunters

Skuggsjá's Defenders

1 x Aegir of the Water
5 x Kafir's Champions
10 x Aegir's Hirdmen
20 x Skuggsjá Bondi

THE WEND

The Wend Chieftains are the sons of the crone Kafir offended and are seeking vengeance on Kafir and his family. The Wend raiders are hidden at the start of the game and are deployed after Toren and Aegir. Before the start of the battle and before the Northmen are deployed



SIBBLING RIVALRY

Betrayal and Revenge in the Cold North



SIBBLING RIVALRY

Betrayal and Revenge in the Cold North



the Wend player must write down where on the board his units are hiding, whether behind the hill or in the woods. He can split his forces any way he wishes. In their part of turn one the Wend are placed on the board and can act as normal.

The Wend

2 x Wend Chieftains
15 x Wend Skirmishers
15 x Wend Warriors
15 x Wend Warriors
15 x Wend Warriors

Objectives

Toren must reinforce Skuggsja and see his father in the Long Hall. If he reaches the Long Hall alive with 20 or more warriors from the boats, the Northmen wins. The Wend win if they manage to kill Kalfir. If neither side can achieve their goal then the battle is a draw. The game continues until either side has won, or both cannot win.

PART TWO: TO KILL A TRAITOR

This is the second part of the scenario wherein Brodir the Boar and Halfdan Omesen attempt to kill Snorr for his betrayal at the Battle of Skuggsja.

The Avengers

Brodir, Halfdan, Toren and Aegir must take revenge on Snorr and kill him. They had petitioned the konnunger of Vestfold to punish him for his actions, but Snorr had spread false stories about what happened in Skuggsja. Despite their protestations Snorr had gotten away with his deceit, and was profiting from his family's misfortune.



Brodir, Halfdan and their warriors can deploy anywhere on the board except in Snorr's buhr, in either corral, or on the Outer Wall. The players controlling them must write down what terrain they are in before the start of the game, to begin with they count as hidden, even in the gardens, which have walls.

If Black Toren or Aegir of the Water survived the Battle of

Skuggsja, they deploy under the same rules as Brodir and Halfdan, but have no warriors. All of the above are deployed after Snorr and his warriors. Brodir, Halfdan, Snorr, Toren, Aegir and all of the champions can be mounted on horses.

1 x Brodir the Boar
5 x Oseberg Champions
10 x Oseberg Hirdmen
10 x Skiringasal Bondi
1 x Halfdan Ornesen
2 x Hedeby Champions
8 x Hedeby Hirdmen
8 x Hedeby Hirdmen

THE TRAITOR

Snorr is trying to preserve his lofty position as Jarl of Skiringasal, and foil all attempts on his life. He has greased the wheels of loyalty among the merchants and jarls of the lower Vestfold, and increased security within Skiringasal. In the first few months of power though he is at his weakest, and needs to eliminate his enemies.

Snorr is deployed under the text SNORR on the map, his warriors can be deployed anywhere else on the board, but are deployed first. If any of Snorr's warriors are deployed in the same location as Brodir, Halfdan, Toren and Aegir, or their warriors, it is assumed that they were surprised because their enemies had disguised themselves as townspeople. Warriors cannot be deployed in base to base contact, unless they are in a cottage and there is no space left.

After three turns, the alarm is raised. On the fourth turn and every even turn, 5 x bondi come through the buhr gate to help, on every odd turn, 5 x bondi come through the outer wall gate.

1 x Snorr Kalfirssen
5 x Skiringasal Champions
10 x Skiringasal Hirdmen
10 x Skiringasal Bondi
10 x Skiringasal Bondi

OBJECTIVES

If Brodir, Halfdan and Toren (assuming he survived the first battle) are all killed then Snorr's side wins the battle or if Snorr can either escape back into his buhr or through the outer gate his side wins. The Avengers win if they manage to kill Snorr.

STATISTICS FOR LORD OF THE RINGS AND AGE OF BLOOD

Black Toren Agi 3/2 Bra 5 Def 1 For 4/8 Pro 6 Str 4/6 Val 5
F 5/5+ S 3 D 6 A 2 W 3 C 5 M 3 / W 3 / F 1
Chain Hauberk, Shield, Helmet, Sword, Sax. (Expert Fighter)

Snorr Kalfirssen Agi 2 Bra 3 Def 1 For 5/9 Pro 5 Str 3 Val 3
F 4/5+ S 3 D 4 A 2 W 3 C 3 M 1 / W 1 / F 3
Leather Jerkin, Shield, Helmet, Sword, Sax. (Lucky)

Aegir Agi 2 Bra 4 Def 3 For 3/7 Pro 5 Str 3/5 Val 2
F 4/3+ S 3 D 4 A 1 W 2 C 3 M 2 / W 1 / F 1
Leather Jerkin, Shield, Helmet, Sword, Sax, Bow. (Protected)

Brodir the Boar Agi 2/1 Bra 5 Def 1 For 5 Pro 4 Str 5 Val 4
F 5/5+ S 4 D 5 A 2 W 2 C 4 M 3 / W 1 / F 2
Chain Hauberk, Broad Ax, Sax. (Wounding)

Halfdan Ornesen Agi 2/1 Bra 5 Def 1 For 4/8 Pro 6 Str 3/5 Val 4
F 5/5+ S 3 D 6 A 2 W 2 C 4 M 2 / W 2 / F 2
Chain Hauberk, Shield, Sword, Sax. (Opportunist)

Champions Agi 2/1 Bra 4 Def 1 For 4/9 Pro 4 Str 3/5 Val 1
F 3/5+ S 3 D 5 A 1 W 1 C 3 M / W / F
Chain Hauberk, Shield, Helmet, Sword, Sax

Hirdmen Agi 2 Bra 3 Def 1 For 3/7 Pro 3 Str 3/4 Val 0
F 3/5+ S 3 D 4 A 1 W 1 C 3 M / W / F
Leather Jerkin, Shield, Helmet, Spear, Sax

Bondi Agi 2 Bra 2 Def 1 For 3/6 Pro 3 Str 3/4 Val 0
F 3/5+ S 3 D 4 A 1 W 1 C 3 M / W / F
Shield, Helmet, Spear (Skuggsja Bondi have unlimited Javelins)

Hunters Agi 2 Bra 2 Def 1 For 3/4 Pro 3 Str 3 Val 0
F 2/4+ S 3 D 3 A 1 W 1 C 3 M / W / F
Helmet, Sax, Bow

Chieftains Agi 2/1 Bra 5 Def 1 For 4/8 Pro 5 Str 4/6 Val 3
F 4/5+ S 4 D 5 A 2 W 2 C 5 M 3 / W 2 / F 1
Chain Hauberk, Shield, Sword, Dagger. (Berserk)

Skirmishers Agi 2 Bra 2 Def 1 For 2/4 Pro 2 Str 2 Val 0
F 2/4+ S 3 D 4 A 1 W 1 C 3 M / W / F
Shield, 3 x Javelins each, Dagger

Warriors Agi 3 Bra 3 Def 1 For 4/7 Pro 3 Str 3/4 Val 0
F 3/5+ S 3 D 4 A 1 W 1 C 4 M / W / F
Shield, Helmet, Spear, Dagger





ALEXANDER UNLEASHED

A chance gaming session led to the creation of this scenario which is offered for the Warmaster rules but can be easily converted to any other set of ancient wargaming rules. The Great General Alexander approaches the army of the Persian King Darius who is blissfully unaware of a flanking cavalry action that is about to make his life somewhat difficult!

INTRODUCTION

Having been sorely unimpressed by the Hollywood movie of Alexander I almost lost an interest in the actions of the great General as he stormed his way across Persia and on into India.

I use the word sorely because I had enjoyed the historical fiction books by Valerio Massimo Manfredi so much that I was excited by the opportunity to see Alexander brought to the Big Screen. Sadly it wasn't to be and my hopes were dashed.

But then a chance visit from an old wargaming acquaintance got me thinking of a large, yet easy to play battle and so the boxes of 6mm Ancients were dusted off.

Before the game we sat and chatted about the Alexander movie, how we had both been so unimpressed by the movie, hideously amused by the Irish accents (right lads, let's go ...how grim to hear a Macedonian Commander utter such words as if he was from Dublin) and flummoxed by many other misdemeanours. There is a right place to hear an Irish accent; well actually it's from the lips of an Irish person. Not the greatest General there has ever been.

Not even the nice battlefield shots could convince either of us to watch it again – ever!

So there we were, fed up Alexander when I said let's have a game and we can use my 6mm Persians and Macedonians. It was almost one of those moments when you could hear nothing, then a sudden dog bark's in the distance and a ball of tumbleweed blows gently across the room. Next we found ourselves in my gaming room and digging out the figures.


I'd been working on this scenario around the time I watched Alexander and had never gone back to the Word document. But it took me half an hour or so to finish it off and I'd now like to offer it to you to play:

THE GAME BACKGROUND

The backdrop of this game is Alexander and Darius failing to engage their armies at Issus. We have covered this engagement in Wargames Journal and the fact that Darius considered that the sheer size of his army would scare off the invader Alexander.

As we know this was a mistake and his own inexperience, no doubt coupled with an overwhelming level of arrogance, led to his failure at Issus and subsequent failure at Guagamela.

NOTE: Speaking of Guagamela, one of our favourite games at Wargames Journal, we have commissioned Dave Robotham (our resident painter) to redo our armies in 15mm scale. It's going to be a rather large



BY NEIL FAWCETT

undertaking, but we're confident he'll rise to the challenge.

Our fictional game has it that Darius chose to advance and meet Alexander farther down the coastline, still with the Amanus Mountains to his left flank and the Mediterranean Sea to his right, but electing to engage on a wider front.

To be honest you can easily play this game with neither sea or mountain terrain in use, opting to simply use an undulating set of desert terrain boards.

RULES AND ORBATS

We used a modified version of the Warmaster rules to play this game. Our own army lists were created long before the Warmaster Ancients rulebook came out and we strove to add diversity to the army lists. It was interesting to see that the rule book uses many of the mechanics we use, for units like Cavalry and Phalanxes.

The following orders of battle (Page 59) are for two 1,600 Point armies. We've also included the complete Army Lists that we created for the Guagamela game we played during 2004/05:

You can find the PDFs with the full statistics and special rules at:

Macedonian Army **Persian Army**

The gaming table for this scenario is very simple, with hardly any defining characteristics. We played it on a 6' x 6' table, but you can play on a smaller table.

But whatever you do please use a table that will give the cavalry plenty of room to

'breath'.

It was the idea of those glorious cavalry charges around the flanks that inspired this thinking.

THE GAMING TABLE

So having said that the terrain is very simple ...what can we do to spice it up? Well we need to cause those cavalry some problems and impact their flow, for want of a better word.

What we have also done is provide graphical terrain elements that represent random battlefield events. These include Shifting Sands and Sand Storm. You can find the templates at the end of this article which you can print out and use, or if you fancy being creative you could try making some for yourself.

Other than this the gaming table is very simple and easy to make. We used 9 TSS desert tiles during our play testing and they did the job nicely.

DEPLOYMENT

The deployment of the forces is made within the Army Zones marked on the map and no player can place a unit any farther than 12 inches into the gaming table. I would recommend that the players deploy a unit at a time, alternating until all units are on the table.

The Macedonian player has two deployment zones to choose from, but the one marked M2 can only have cavalry arriving in it. The player can choose to have these units arrive during any of the first THREE Turns of play. If they forget to deploy in one of these Turns then the units are deemed to

be 'lost' and will not take part in the battle – so if you hold them back try not to forget them.

SPECIAL RULES

The army PDFs you can download from within this article detail any special rules pertinent to the two armies. The only other thing to think about is the concept of winning the game!

The simplest way to sort this out is to add up all the units deployed within an army and half the number, rounding up. This provides a nice Break Point and as this is a battle to the death then there is no other finish to the game other than an army running off the field of battle.

As stated earlier we have added 2 templates to the gaming mechanics – namely Shifting Sand and Sand Storm. You can use these templates a variety of ways, but we recommend that you use **TWO** of each and make sure they are only used **ONCE**.

They are good luck templates, linked to the successful roll of a double 1 when command dice are being used. If this happens consult the following table after you have a thrown a D6:

- 1 – Nothing. Just keep playing
- 2 – Shifting Sands Template - Use this game Turn
- 3 – Sand Storm Template – Use this game Turn
- 4 – Shifting Sands Template – Keep and use at any time
- 5 – Sand Storm – Keep and use at any time
- 6 – Nothing. Just keep playing

Shifting Sands:

As a unit advances the player with the template can deploy it anywhere they want to. This could be directly in front of the unit, to its flank or rear, or it could be placed in front of one of their own units.

Once deployed the template is left in place and should be avoided at all costs. If a player is dumb enough to pass a unit through the template then a D6 is rolled and the following table consulted:

- 1-3: 1 point of permanent damage to the unit
- 4-6: 2 points of permanent damage to the unit

Sand Storm:

As we all know sand gets everywhere and this is amplified when a sand storm brews up. So when the Sand Storm template is laid there is going to be trouble. Roll a D6 and this is the number of Turns the storm is around for (mark it with a small dice) and then lay the template down.

This is where the fun begins as winds are a little unpredictable in the desert! It could well head back towards your own army, so be careful where u deploy it.

So roll for its direction of travel. Again a D6 is rolled:

- 1-2: North
- 3-4: South
- 5: West
- 6: East



A Sand Storm template moves at a speed of 15cm and does so until its time on the table ends. Any unit that it comes into contact with MUST make a D6 roll and on anything but a 6 it becomes Confused, as per the usual Warmaster rules.

Conclusion

This is a simple game really, an excuse to have a large battle with a few little tweaks thrown in along the way. Our Army Lists give a diverse feel to the armies and the use of the templates can make the game take some odd deviations.

I had a nightmare with the Sand Storm template in the first 3 games I played, but on one occasion the Shifting Sands template saved my bacon from a bunch of Persian cavalry hell bent on riding my troops down.

This is not a small game and can be easily modified to play using less Points on the table. Have fun playing it ...maybe Darius can win this time around!



Macedonian Army - 1,630 points

Unit Type	No	Points
Guard Phalanx	x1	80
Hypaspists	x1	90
Phalanx	x4	65 (260)
Veteran Hoplites	x1	80
Hoplites	x1	60
Archers	x1	50
Hypaspist Skirmishers	x1	80
Agrianians	x1	60
Skirmishers	x2	50 (100)
Agema Cavalry	x1	110
Companion Cavalry	x2	80 (160)
Scout Cavalry	x1	70
Officer	x2	80 (160)
Deputy Commander	x1	100
Alexander	x1	170

Persian Army - 1,650

Unit Type	No	Points
Immortals	x1	85
Heavy Infantry	x1	60
Warriors	x2	45 (90)
Hoplites	x1	60
Levy	x6	25 (150)
Levy Bowmen	x2	35 (70)
Archers	x1	55
Skirmishers	x1	50
Noble Cavalry	x1	120
Medium Cavalry	x2	90 (180)
Light Cavalry	x2	80 (160)
Horse Archers	x2	70 (140)
Chariots	x1	95
Elephants	x1	180
Foot Officer	x1	30
Mounted Officer	x1	45
Deputy General	x1	80

WARMASTER GAMING TEMPLATES

A circular template with a textured, wavy pattern in shades of brown and tan, resembling sand dunes or shifting sands.

**SHIFTING
SANDS**

A circular template with a swirling, concentric pattern in shades of brown and tan, resembling a sand storm or a vortex.

**SAND
STORM**

THE REAL BATTLE OF ISSUS

The vast bulk of the Persian army's cavalry was massed near to the sea with the Kardakes, the Greek Hoplite mercenaries and Darius with Royal Horse and Foot Guard positioned just before the kink in the line. On the kink was more Kardakes with cavalry support and in front of the army were positioned archers.

Behind the army were the light infantry, although these were generally regarded as "next to useless." The kink was formed from more light infantry that held a loose crescent shape running South from the Persian line.

The river formed a strong natural defence and the infantry in the centre made this even stronger by building stockades. The natural crossing point was right next to the sea, but as we've said the Persian's cleverly bunched cavalry here. It all looked like a tough day for Alexander.

As usual the Macedonian Commanders spent hours manoeuvring the foot troops, the giant Phalanx, into position in front of the Persian's, cleverly ensuring that no gaps were left, negating the risk of

roaming cavalry getting amongst them.

Alexander had looked carefully at Persian disposition and moved his Thessalian cavalry to his left flank to counter the threat of the Persian cavalry and his own plan had him starting the battle on the right flank, making rippling movements towards the sea.

As to his extreme right flank Alexander moved some cavalry and around 300 Agrianian foot troops towards the Persian 'crescent' to protect against attack.

When Alexander made his move it must have been an amazing sight to behold. He himself led the right-centre across the river and into the kink in the Persian line. The Kardakes were the first to discover that the right flank was Alexander's starting point and as this action occurred the next phase of the plan came into play as the Macedonian Companion cavalry hit the left flank hard, which was simultaneously attacked by a mixed force of lancers, light cavalry and Agrianian foot.

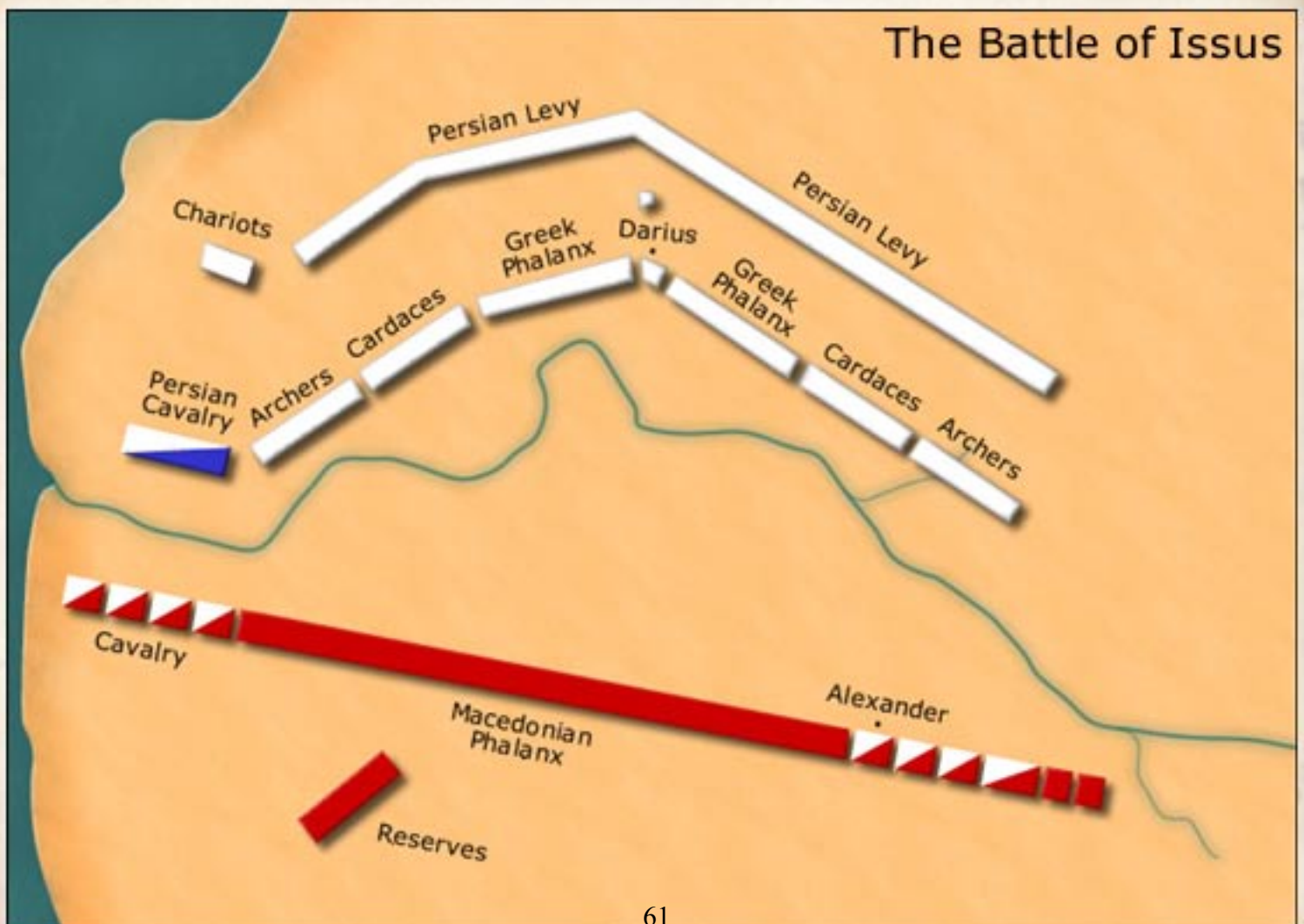
It was too much – the Persian left flank

started to buckle. The battle wasn't over though and the Persian's plan of smashing the Macedonian left flank with their massed cavalry near to the sea was going well. The Thessalian cavalry was fighting a courageous delaying action here. The Macedonian line was bending out of shape but not breaking. This left wing was commanded by the trusted leader Parmenio.

It was now time for the centre to come into play and the Phalanx moved to cross the river, holding its tight formation. The combat in the centre was bloody against the Greek Hoplites, and many Macedonians were slain, but the Phalanx was holding its ground.

Now it was time for Alexander to strike his killer blow in this battle. Putting himself at the head of his Royal Guard cavalry he charged diagonally across the battlefield straight at Darius. Who after a very brief fight chose to flee the battlefield.

The Persian army crumbled away.



FIRST LOOKS

A Shadow in the East

Games Workshop's latest source book for its Lord of the Rings combat game

Produced by Games Workshop

This February Games Workshop is releasing a new supplement for Lord of the Rings titled *A Shadow in the East*. It focuses on the Easterling Warriors glimpsed for a few minutes in *The Two Towers* and for the briefest of seconds in *The Return of the King*. However the book also included complete rules for the Variags of Khand.

Games Workshop, the loving kind people that they are, sent us through some samples of their new figures and a "fresh from the printer" copy of the source book itself.

So as a source book how does *A Shadow in the East* stand up to scrutiny? The book is a pretty small 48 pages but they are all in beautiful full colour with plenty of illustrations and photos to pretty things up.

Content wise you get two full army lists and eight scenarios that link together to form a campaign called, rather surprisingly, *A Shadow in the East*. There are plenty of colour guides and painting guides and on the whole the book is very well presented and a joy to look at.

In the army lists
you are

introduced to five new good heroes including a historical leader in the form of Eorl the Young the first king of Rohan. Also the only Ringwraith named by Tolkien, Kamûl the Easterling, is presented as the only named evil hero. The armylists themselves are pretty basic, much like the original forces started off with only 2-3 types of infantry and cavalry. This does make for very little difference in force composition but hopefully Games Workshop will build on these like they have built the Gondor and Mordor Orc armylists and figure ranges.

The two armylists you get are the Easterling Warriors and the Khandish Host. As with all LotR army lists they are split into two sections Heroes and Warriors. The heroes for the Easterling list contain Kamul and an Easterling Captain and the warriors consist, rather sadly of two entries, an Easterling Warrior and an Easterling Kataphrakt.

The Khandish Host have a slightly more respectable line up to choose from. A Khandish King, a Khandish Chieftain or a Mercenary Khandish Chieftain fill out the heroes. And as for evil warriors you get to choose from a Khandish Charioteer, Khandish

Horsemen, Khandish Warriors and Khandish Mercenary Horsemen and Warriors.

The mercenaries are better fighters (even better than the Easterlings... grumble) but with a lower courage value. On top of that here is a 1-6 chance

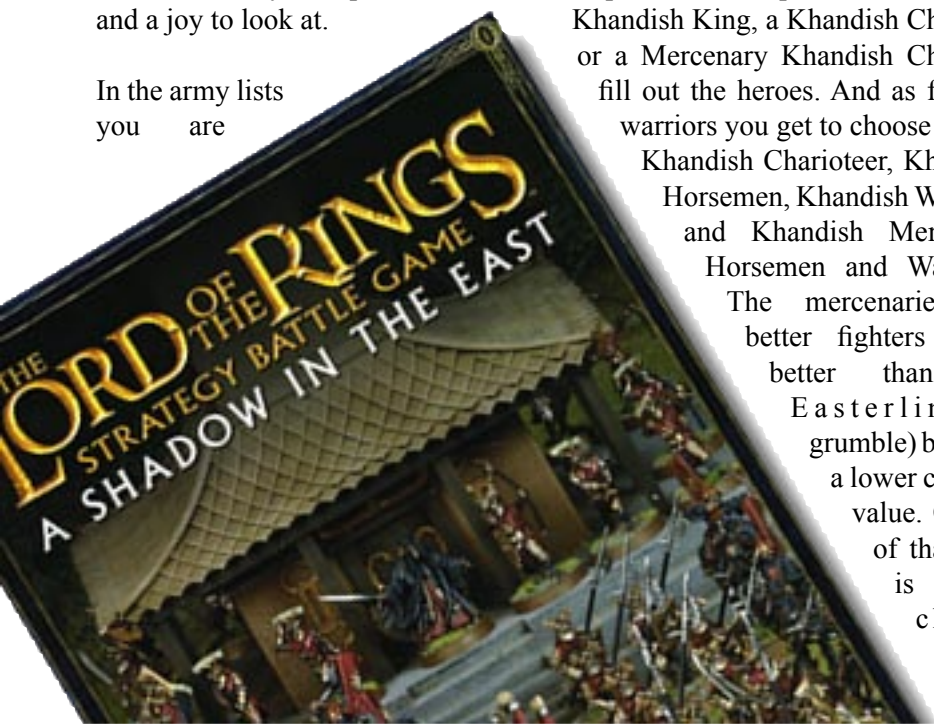
that each mercenary will not turn up to battle as they have been bribed.

The book only really expands gameplay in one way with the addition of chariots into the rules system. As for the remaining evil and good warriors, any player who has played the LotR game for any amount of time could probably give you the stats of each figure in the new army without having seen the book because the game itself is very basic. And in some cases this just seems wrong. For instance an Easterling Warrior who, as described in the book, is schooled in the way of the warrior from the moment he can carry a blade still has the exact same fight value (3) as a Warrior of Gondor who wasn't trained since childhood to fight whilst living in a very strict martial society...!

A rather good idea implemented in this book is the inclusion of quite detailed "how to" scenery articles. There are step by step guides on how to build an Easterling temple with templates to photocopy along with some details on how to make a marching camp that looks generic enough to be used by a few different armies. Lastly there are also instructions on how to build a great looking watch tower.

I have been waiting for this supplement ever since I first saw the Easterling Warriors on screen at the midnight showing of *The Two Towers* and even though I may have a few misgivings about the game itself these are minor compared to what is no doubt a great supplement the takes the LotR game in a very welcome direction giving us a glimpse further beyond the films.

Dave Robotham



A Shadow in the East

Plastic and White Metal figures to support the new source book. We take a quick look at the boxed set of warriors and a mounted figure.

Produced by Games Workshop

With the release of the new book also comes a host of new figures to support it. And at the top of the release schedule leading the way is the Easterling Warriors box set.

I think the most amazing aspect of this is the price. For £15 you get 20 Easterling Warriors all cleanly cast in a hard plastic.

You get six warriors armed with bows, even warriors with shields and spears and seven warriors armed with swords and carrying shields. Each figure comes in at least two parts, body and head, but the odd figure has a separate arm, shield or quiver.

Scale wise these figures fit nicely with the new Wood Elf models I have sat in front of me. I will have to do some more comparisons but this new range look like they should be usable across a few different 28mm ranges which is refreshing. Finally I may be able to realise an eastern army for Warhammer Fantasy Battle.

The quality of Games Workshops plastic casting is very evident here. The money they have been investing in new technology seems to be showing as the casting is fantastic with very little flash and very little loss of details along the mould lines that you often get on plastic figures.

As ever GW plastics are a good source of cost-effective miniatures within the GW universe. The price tag of £15 is very palatable, not something I say a lot with GW figures, especially some of

the very expensive white metal ones.

The second release for the Easterlings is a Kataphrakt cavalryman. A heavily armoured knight dressed much like the warriors on foot. The horse is cast in 3 parts one large piece with two legs missing and then the two legs. The rider is cast as two parts and with his weapon arm coming separately.

In contrast to the casting of the plastic figures the metal cast comes with some obvious mould lines and a ton of flash. I know I should expect flash and mould lines but there is a limit to how much you clean off before it becomes a chore.

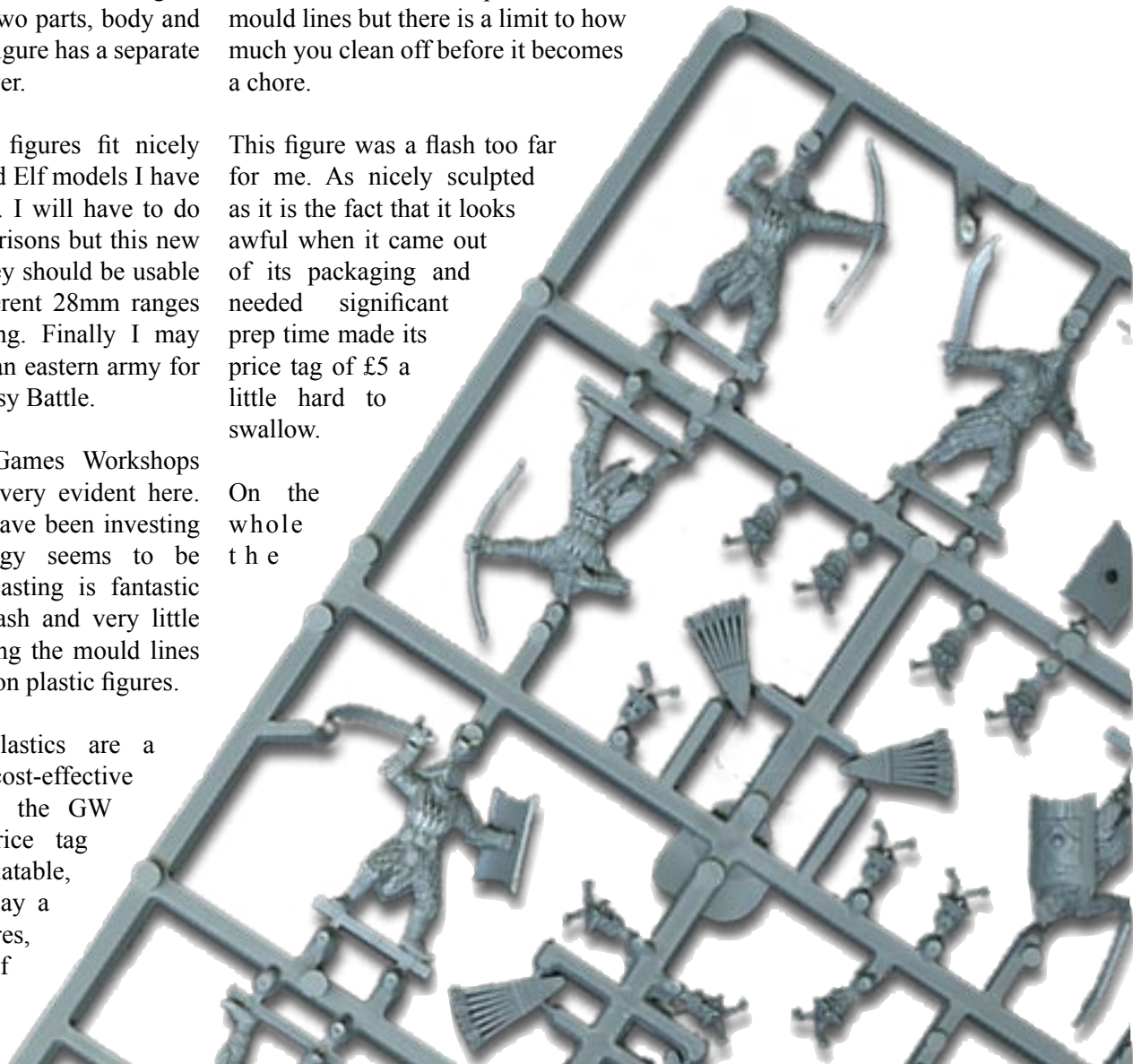
This figure was a flash too far for me. As nicely sculpted as it is the fact that it looks awful when it came out of its packaging and needed significant prep time made its price tag of £5 a little hard to swallow.

On the whole
the

Easterling figures are well sculpted and a good representation of what we all saw in the films. I can see these figures doing well for GW (at a time when it needs it!) and I personally will look to buy an army for myself.

Not everyone at WJ who has seen the figures liked them, but the overwhelming reaction was positive. We'll be getting a batch painted up for Issue 4 just to see how nice they can look.

Dave Robotham



Pre-painted 1/72nd scale WWII miniatures *British 6th Airborne Division & US 7th Army Division [Normandy 1944]* **Produced by Forces of Valor**

I'll start with what you actually get for your £3.99. You get five 1:72 scale figures in various poses. For the British you get 4 troopers with rifles and 1 with a Sten Gun.

The paratroopers come in a variety of poses from "legs braced and firing" to "kneeling and taking aim". In my opinion the British set gives you a much more usable set of figures for wargaming unlike the US set.

In the US Infantry set you get one infantryman with a mortar, one throwing a grenade, a soldier pointing and holding binoculars and two soldiers firing, one a rifle the other a light machinegun.

Now in my mind this makes them far less useful to a wargamer. It's a nice display set but when you have one you generally want more basic soldiers not more support weapons.

As for the quality of the figures it really depends what you are after with your hobby. If you need to throw some figures onto a table to make up numbers you'll be fine because the reality is these figures are not that bad when you consider the price, they are

far from it in fact, but neither are they great.

All the figures are cast in soft plastic which although makes for cheaper production costs really lowers the moulding quality of the figure. Guns become warped and bent and they are impossible to fix or straighten in many cases as it is not just the gun that is out of alignment but the arms holding it.

You can get away with it on some of the figures but others just seem laughable, reducing the quality of the set as a display piece too.

The painting quality on these figures is surprisingly high for pre-painted products, but don't be fooled into thinking they are great though, they are still pre painted and so there will always be an upper limit on that quality.

The figures are bases on a small plastic base that should easily be adjusted to fit most basing systems. Colour wise they are passable as well. You can tell from the colours what each figure is or what nationality but if you are going to be really picky certain shades may be slightly off or too bright.

Now If you are a painter or modeller I would strongly suggest you stay away from these figures. They would annoy you and frustrate you. I am more than certain they could be repainted but the moulding crossed with the soft plastic would make life very hard.

These sets do have a couple of very good saving graces that do make them more attractive to a potential consumer and that is the battlefield scatter terrain that they include. It's not a huge amount but it makes for a nice little extra. You get a couple of jerry cans and a couple of barrels as well as one large piece of rubble or ruined wall plus a signpost or cart.

So to recap, if you want some figures to get on the table pretty quick the these will be fine, however if you really do look for quality in your gaming pieces then I would pass on these.

You would probably be able to get much better metal figures from other companies. However even if you hate these infantry I suggest you still take a look at Forces of Valor range of tanks as they are much better.



Fortress Under Siege

Boxed set of 1:72nd scale (20mm) plastic Saracens and Crusader Knights with a clip together plastic Fort to fight over

Produced by Italeri

The first thing you realise upon opening this box is that there is loads of plastic buried inside it - always a good start. The number of figures you get in the box is vast and then there is a whole castle as well. Rich pickings I thought to myself.

You get 34 Crusaders which are made up of 9 knights and 25 soldiers. You also get 33 Saracen models including horse and camel cavalry. The castle is made up of 4 towers 9 walls and 1 gatehouse and all of this comes in 1:72nd scale. One final item in the box is a poor cardboard fold out play mat with an outline for you to place the castle on.

The Crusaders are cast in a silver soft plastic and on the whole are okay with little flash. However there are often quite obvious mould lines which are an absolute pain to remove due to the soft plastic. The same can be said for the Saracens although they are cast in a beige plastic.

My biggest issue with this set, an issue that over shadows the quantity of figures you get; is the castle itself, firstly, because it is such a pain to assemble. Each tower has to have each wall glued together separately with roof glued in simultaneously.

Now I am a very experienced modeller and I often loose my cool when trying to assemble the Citadel Fortress and this one is smaller and even fiddlier.

I understand that this was done so it would all fit into the box but it still saddens me to see it. Secondly I think you could find a much better castle

from the myriad of scenery makers that are around just my having a look round the internet.

My second issue with the set is the use of soft plastic. I am becoming more and more upset with the use of soft plastic in big sets like this due to how poor a surface it is at taking paint coupled with the ghastly ability of swords, spears and other long and pointy bits to bend on coming out of the mould and then forever be slightly bent.

If a hard plastic was used to cast these figure they would have been more durable, easier to clean up and a far more attractive purchase to a wargamer. As a toy product for younger children soft plastic models are fantastic, but such detailed figures deserve to be cast in a superior medium.

After getting over the barrage of plastic models

that I was presented with I found the whole set to be rather underwhelming and just not that interesting.

I am certain that if the Crusaders and Saracens were available in a set by themselves they would be far more wargamer friendly as they wouldn't have a useless castle packaged with them.

This boxed set had promise as a wargaming option but sadly it falls back into the wanabee pile as a kid's toy. Not even the volume of parts for the relatively low cost could sway me.

Never mind.

Dave Robotham



FIRST LOOKS

18mm Scale Victorian Science Fiction using White Metal Miniatures and Resin Vehicles

*An original idea from Black Hat Miniatures with the British Expeditionary Force
going off to war with the Martians.*

Produced by Black Hat Miniatures

Black Hat miniatures produce a range of miniatures that can most easily be described as Victorian science fiction. I am a huge fan of the older science fiction writers like HG Wells and Jules (Joules) Verne along with some of the more modern tales like the League Of Extraordinary Gentlemen (the graphic novels **NOT** the movie!).

So a range of figures that encapsulate that era would certainly make me take notice. Black Hat's range of models made me take notice....

And after having a good look at and fiddle with the miniatures I can safely say that they are really quite good. There are two different forces available in the "Imperial Martian" range. The Imperial Martians themselves and the British Expedition Forces.

The British figures include your standard infantry and commander but this can be added to with rocket troopers who strangely enough have giant rockets strapped to their backs.

You also get some rather fantastic resin and white metal vehicles that range from a Heavy Steam Hovertank and a smaller scout Hovertank to a wonderful contraption called the British

Cavor-Smythe Steam Walker which costs the sum of £5.

On the Martian side of things there hover skiffs and an as yet un-released War of the Worlds style tripod which you can find pictures of on the Black Hat website.

The Martians are also supported by Giant Martians that ride six limbed dinosaur like creatures along with a "dinosaur" towed Giant Martian cannon, which seems a tad unfair on the British. But if you try and invade a Martian Empire I suppose you get everything you deserve.

The figures come in packs of eight or one war machine and the vehicles are also bought one to a pack. The resin casts are clean and well cast. If I had to say there was anything wrong with the resin pieces I would say that they are a little plain and lacking in super detail but that is really a minor problem because as they stand they look like a joy to assemble and paint.

The detail on the miniatures is clean and crisp and although there is flash on the figures it really isn't all that much and can be quite quickly removed.

Although the Black Hat Martian Empires range has been around for about a year now it is still growing and well worth keeping an eye on. There also appears to be a set of rules on the horizon that are being play tested as you read this article.

We were sent a large number of figures by Black Hat (so thanks Mike) and it would take a much larger article than this one to go through them all.

So what we have decided to do now is give you a quick precise of some of the packs we were sent and then send them **ALL** off to a painter to have them painted up. Then in Issue 4 we will detail the range of figures in more detail. So without any more fuss:

EMP375 – Imperial Martian Artillery (£2.50)

When I first opened this packet I wondered "what the hell is this" and then proceeded to chuckle to myself. It's a big 3-piece cannon on I think a anti-grav platform or floating somehow, supported by its crew of four figures. Very slight build to the figures, elegantly proportioned and quite funky. My initial reaction turned to me liking this oddity.

EMP352 – Imperial Martian Cavalry with Guns (£2.50)

You get four figures with four mounts. The mounts can only be described as large lizards and I have to say I didn't like them. The figures I like, almost



Mohican in appearance, but as for the mounts I think I may need to spend time painting before I can make a true decision about them.

On the surface they just look silly, but then again what does a Martian mount look like? If any of you can give me this answerplease do not bother to get in touch. Jury out on these ones.

EMP602 – Martian Empire Characters (£2.50)

You get six figures in this pack and they are without doubt characterful, but for characters I want more character. My fave figure is a Martian with a large ball in his hand which looks so odd as to be cool.

The semi-naked Martian woman is par for the course with this kind of range and the others are somewhat vanilla, although the Martian with the pistol and tray of food is different.

EMP276 – British Expedition Gatling Gun (£2.50)

I think this is one of favourite packs that I looked at, a truly British weapon with a very, very British crew to it. The pomp and circumstance of this field weapon made me

want to wargame with it as soon as I saw it.

I shall be painting this pack up myself and there you have it.

Four crew men and a four piece gatling gun makes this a great addition to a game. The pieces are very well cast and went together easily. I wouldn't want to get in the way of bullets flying out this contraption as the gatling gun is huge compared to the figures which for me adds to its charm.

IN SUMMARY

The concept of this range of figures is wonderful. As I said at the start of this article I draw my own inspiration from such literary greats as HG Wells and Jules Verne and as a result of this anything vaguely Victorian-esque with a hint of new wave science fiction appeals greatly.

My biggest worry is that a range like this gets a

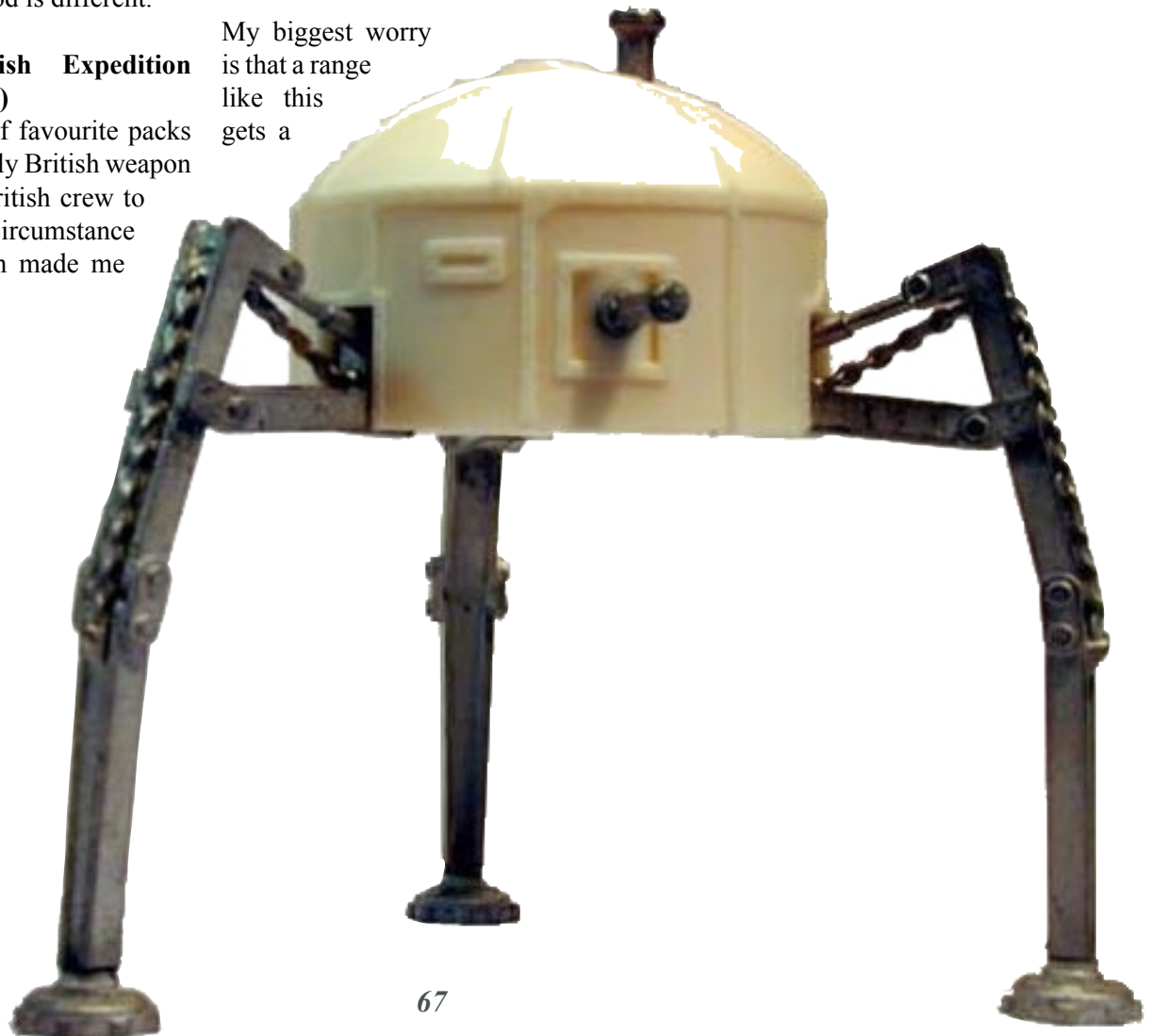
hold of me (or more scarily my wallet) and I end up buying everything there is in volume as I attempt to wargame the invasion of Mars at one-to-one scale!

Great figures at a great scale with a nice friendly price tag. I'll be watching the development of Black hat Miniatures with interest and I'm looking forward to February when I can see these miniatures and vehicles painted up.

Worth a look if you have time.

Stephen Rhodes

<http://www.blackhat.co.uk>





The Deception

INTRODUCTION

In last month's issue of Wargames Journal I introduced the background to this skirmish level scenario. If you cast your mind back you will remember that the game pitches our doomed heroes, the dwarfs of the Belgarson family from Karak Norn, against the malicious tree spirits and elves of Athel Loren.

This type of game is small and easily played out with only a handful of figures. However just because the game is a small skirmish does not mean there should be any less heroics, in fact the very nature of this scenario (the last stand) just overflows with heroism.

Over the next few pages you will find all the details of the scenario itself and a complete battle report. We had a lot of fun playing this one.

THE LAST STAND OF THE BELGARSONS

The first and most important aspect of this scenario is the use of the Warhammer Skirmish rules which can be found [HERE](#).

Warhammer Skirmish uses a modified set of rules that have some quite major differences to Warhammer Fantasy Battle so it's best to read through them before starting play.

THE TABLE

After extensive

play testing we decided that the best board size for this game was 3' x 3'. This gave a large enough area to game on and stopped the small number of figures becoming lost amongst the woodland.

You should need about 8-10 good sized trees or 3-4 copses or trees if you have them mounted to bases. You don't need the track down the middle of the board but it looks good if you can get hold of one.

DEPLOYMENT

- The Dwarfs are deployed first within 6 inches of the centre of the table
- The Elves and Dryads deploy second and may not deploy closer than 18" to the centre of the table
- The Dryads must be deployed in three groups of three figures each. The models in each group must start within 3" of each other.
- At least half the models in the elf force must deploy on the woodland side of the table.
- After the elves and dryads are deployed any of the Dwarfs may be turned to face a new direction

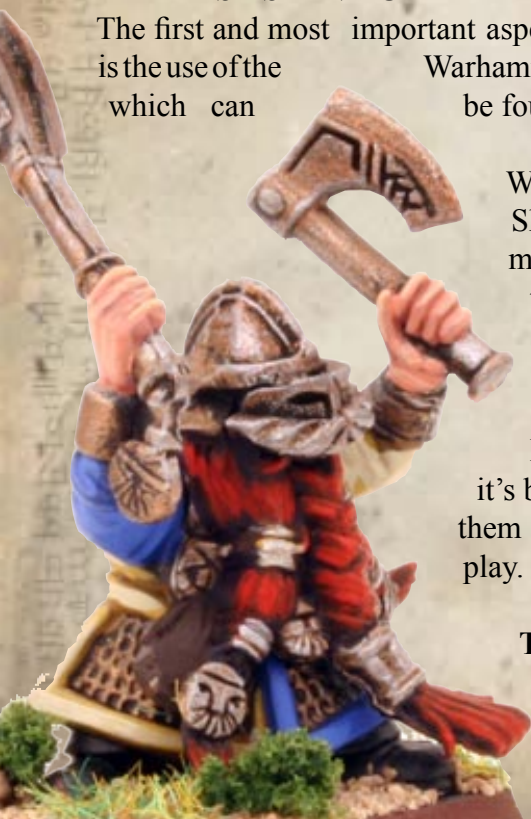
FIRST TURN

The Dwarfs take the first turn of the game as they charge to their glorious death...

SCENARIO SPECIAL RULES

Hatred: Due to the nature of the attack and the fact that it was totally unprovoked means all the Dwarfs in this game suffer from the rules for Hatred against all enemy models.

Brothers in arms: As soon as one of the Dwarf brothers (Grungun, Tharli or Moranir) is killed the remaining two will also suffer from the rules for Frenzy.



of the **Elves**

By Dave Robotham



The forest is alive: Due to the fact that the forest spirits are enraged and out to crush the Dwarf warriors at all costs as many spirits as possible are being wakens to join the fight.

- At the end of any turn you have three or more Dryads out of action you can bring them back into play in groups of three models
- You can only bring back whole groups so if you have 5 dead dryads you must wait for the sixth one to be taken out of action before you can bring on the second group or three
- Place the group anywhere on the table as long as they are no closer that 12" to any Dwarf model. The Dryads must be placed within 3" of each other

WHO WINS?

The Dwarfs are all going to die... They know this, but what counts is how glorious a death it is and how many malicious Elves and Dryads they can take with them.

- If the Dwarfs can survive until turn 6 then their caravan has had enough time to make it to the safety of the mountains and should be considered a win for the Dwarfs
- If the Dwarfs are wiped out before turn six then it is considered a victory for the Wood Elves
- If the Dwarfs are wiped out before turn 6 but have killed at least 7 Enemy models then the game is a draw as the Wood Elf casualties have been too severe to call it an out and out victory
- If by some miracle the Dwarfs survive past turn 6 and manage to kill everything thrown at them then consider it destiny denied. The Dwarfs have won a great victory that will have tales told about it for centuries. However they must first escape the forest

and the vengeance of the Elves which will certainly make for some more interesting scenarios that I'll let you play around with

A BATTLE REPORT

So it was time for a reckoning, I had been tasked with controlling the crazed and merciless creatures of the wood and my good friend, Paul Jenkins would be the Dwarf player who was going to his glorious doom.

Now Paul is a very experienced Dwarf general in Warhammer Fantasy Battle and I have never used Wood Elves in my life. Which obviously put me at quite a disadvantage straight away...







DEPLOYMENT

The Dwarfs deployed, as was expected, in a circular formation at the centre of the table. The Wood Elves Deployed the Dryads towards the top of the table keeping them all on one front of the Dwarfs and used the Archers to cover the Dwarf flank. Eärwen Amandil Deploy at a complete contrast to the rest of the table standing out in the open towards the bottom of the table.

TURN 1

Paul: The Dwarfs took the first turn and started with some pretty bold moves. The Dwarf Warrior armed with a great weapon, Grungun and Moranir advanced into the woodland in an attempt to track down and kill the Elves that would be harrying my flank. Tharli headed straight towards Eärwen Amandil my hope was he would take the Elf heroine out of the game very quickly. The remaining dwarfs locked shield's and waited for the dryads to make their move.

Dave: The Dryads responded to the cautious Dwarf Warriors in the centre of the table by rushing as fast as possible towards them. I charged Eärwen straight into combat with Tharli. They clashed blades and in a few short heartbeats Elf martial prowess had been proven as the Dwarf was knocked over and the elf ready to strike a death blow.

The two Glade Guard in the wood desperately opened fire on the Dwarfs charging towards them but the pressure was on and their shots either flew wide or were deflected by Dwarf armour. The Glade Guard's skill with a longbow somehow seemed lost to me. However the final Elf was able to score a critical hit on one of the Dwarf Warriors in the centre of the table but was only able to knock him over.

TURN 2

Paul: Things were looking bad straight away. Eärwen had proved far harder than I was expecting and as a result the best fighter I had was on his back about to be killed. However like any good commander I carried on with my plan. The three Dwarfs that were hunting the Glade Guard in the woodland charged into close combat and managed to viciously hack the weak elf warriors apart with minimal effort.

Meanwhile the Dwarfs in the centre of the table edged slowly backwards making sure to help their comrade back to his feet. Meanwhile Tharli could hear the call of his ancestors but he had some fight left in him. He managed to get to his feet and have at the elf one last time.

Dave: The one remaining Glade Guard edged through the trees away from the rampaging Dwarfs. That had been costly but hopefully would provide enough time for my Dryads to wipe out the three warriors in the middle before they could regroup.

The Dryads continued stalking the Dwarfs in the centre of the board. However this turn they would not be slowed down by a wounded friend... Finally Eärwen was able to kill Tharli Belgarson. Her blade danced past his defences and struck true.

TURN 3

Paul: The Dwarf heroes emerged from the woodland after taking out the Glade Guard. Grungun and Moranir arrived at the road just in time to see their beloved brother slide from the blade of the Elf witch. She would soon regret it...

Meanwhile the Dwarf Warrior armed with a great weapon charged



straight into close combat with a Dryad that was attempting to sneak around the Dwarf flank. However the combat was drawn as neither could best the other. Again the Dwarf warriors in the centre with drew hoping to give enough time for them all to group up.

Dave: Not waiting for the Dryads to support her Eärwen charged the closest Dwarf warrior from behind. The Dryads manoeuvred for the charge o their next turn. Even if the Dwarfs retreated the full distance next turn I would still be in a position to catch them...

Two more Dryads arrived to help in the fight against the dwarf warrior and they all made very short work of him. The wide swing of the axe amongst the trees meant he was severely hampered and he was torn apart by shrieking forest spirits. Eärwen was able to knock her opponent to the ground but was unable to finish him off. Dwarfs can be very tough sometimes.

TURN 4

Paul: This was it, there was no escaping now so in an effort to minimise the damage Eärwen would cause Grungun and Moranir charged her and gave the Dwarf warrior time to crawl away from the swirling melee. I had the choice to charge the Dryads or hold off and make them charge me. Looking back the smart move would have been to charge but I decided to bring the Dwarfs back so they could be ranked up with their companion who was currently on floor.

In the close combat that followed both Dwarf heroes managed to wound Eärwen once. It was a miracle she had survived the combat but annoyingly she had done. In reply she was able to knock down Moranir but was unable to strike a killing blow whilst his brother protected him.

Dave: As if of one mind the Dryads raced into close combat with all the remaining dwarfs. Whilst all of this had been going on the remaining Glade Guardsman had been slowly making his way around the bottom of the table but had not affected the game in any

meaningful way and now that close combat was engaged at the centre he would probably be doing nothing for the remainder of the game.

During the combat phase not a single Elf, Dwarf or Dryad was killed but Moranir was knocked down again after only just standing up. A god of some sort must have been looking over me as yet again Eärwen survived in combat against the Dwarf brothers.

TURN 5

Paul: So here I was... at the end times. I was surrounded on every side by moving trees and death dealing Elven heroines... I had to survive this turn to have a chance of winning that glorious moral victory.

We went straight on to the combat phase and the carnage was dealt out in equal measure to both sides. Eärwen stuck a cruel blow to Moranir stunning him. Seeing his second brother wounded by Elven steel was too much for Grungun as he struck at the Elf with all his might. His axe cleaved through Eärwen's sword, shattering it and killing her. She fell shrieking vile curses.

The Dryads managed to knock down and force back the Dwarf warriors. The Dwarf warrior who had already been knocked over in the previous turn was stunned and so in the next round of combat he would be easy pickings.

Dave: Eärwen was dead and with her my chance or really stopping the Dwarfs from achieving a victory but I was still able to kill them all! I would have to deal with the Dwarf heroes next turn but now I needed to focus on killing The Dwarf warriors.

I killed the warrior on the ground but one Dryad was knocked down in return. In all I was not to happy with the performance of my Dryads this turn. They out numbered the Dwarfs three to one and yet they were proving a dab hand at doing nothing much.



TURN 6

Paul: Turn 6 began rather well with me achieving my victory condition but some honour inside me drove me on to see if I could last that little bit longer. Moranir turned over and changed from stunned status to knocked-down. Grungun charged into the nearest Dryad intent on continuing to vent his rage.

This round of combat was the bloodiest so far with both the remaining Dwarf warriors finally overpowered and killed by the mass of Dryads pressing down on them leaving. This left only Moranir and Grungun left, surrounded by Dryads and outnumbered four to one.

Dave: It was finished. The Dwarf caravan had made it to the mountains but with an ethereal shriek of anger the Dryads descended upon the defiant Dwarf heroes who stood and fought proudly until the end. Before they were killed by the Dryads Grungun and Moranir were able to kill more than half of them but there were just too many...

IN CONCLUSION

The Dwarfs had died; every single last one of them. But with their deaths they taught the forest an important lesson of Dwarf steel and bravery. An entry has been made in the book of grudges and the Dwarfs will be back and when they come, death will come with them.



THE DWARFS

Grungun Belgarson

M	WS	BS	S	T	W	I	A	LD	SAVE
3	5	4	4/6	4	2	4	2/3	9	2+/3+

Equipment: Grungun wields his family's great axe which is engraved with the Master Rune of Kragg the Grim and the Rune Swiftmess. He wears Gromril armour engraved with the Rune of Stone and carries a shield.

Special Rules: The rules for Runes can be found in the Dwarf army book.

Tharli Belgarson

M	WS	BS	S	T	W	I	A	LD	SAVE
3	5	3	5	4	1	3	3/4	9	4+

Equipment: Tharli carries two finely crafted dwarf hand axes and wears Gromril armour.

Moranir Belgarson

M	WS	BS	S	T	W	I	A	LD	SAVE
3	4	3	4/6	4	2	2	1	9	1+

Equipment: Moranir carries a great axe and wears heavy armour engraved with the Master Rune of Gromril.

Special Rules: The rules for Runes can be found in the Dwarf army book.

4 x Dwarf Warriors

M	WS	BS	S	T	W	I	A	LD	SAVE
3	4	3	3	4	1	2	1	9	5+/4+/3

Equipment: One warrior is armed with a great axe and wears heavy armour. The remaining three warriors are each armed with a hand axe and they wear heavy armour and carry a shield.

THE TREE SPIRITS

9+ Dryads

M	WS	BS	S	T	W	I	A	LD	SAVE
5	4	0	4	4	1	6	2	8	5+

Equipment: Dryads do not carry weapons instead relying on their claw like limbs to rip their foes to pieces. Dryads wear no mundane armour.

Special Rules: The special rules for Dryads can be found in the Wood Elf army book.

THE WOOD ELVES

Eärwen Amandil, Wood Elf Noble

M	WS	BS	S	T	W	I	A	LD	SAVE
5	6	6	4	3	2	7	3	9	5+

Equipment: Eärwen wields the magical blade Daith's Reaper, she also carries a Longbow and a spear. Eärwen wears no armour.

Special Rules: The rules for Daith's Reaper can be found on page 62 of the Wood Elf Army Book.

3 x Glade Guard

M	WS	BS	S	T	W	I	A	LD	SAVE
5	4	4	3	3	1	5	1	8	-

Equipment: The Glade Guard are armed with long bows and hand weapons. They do not wear any armour.

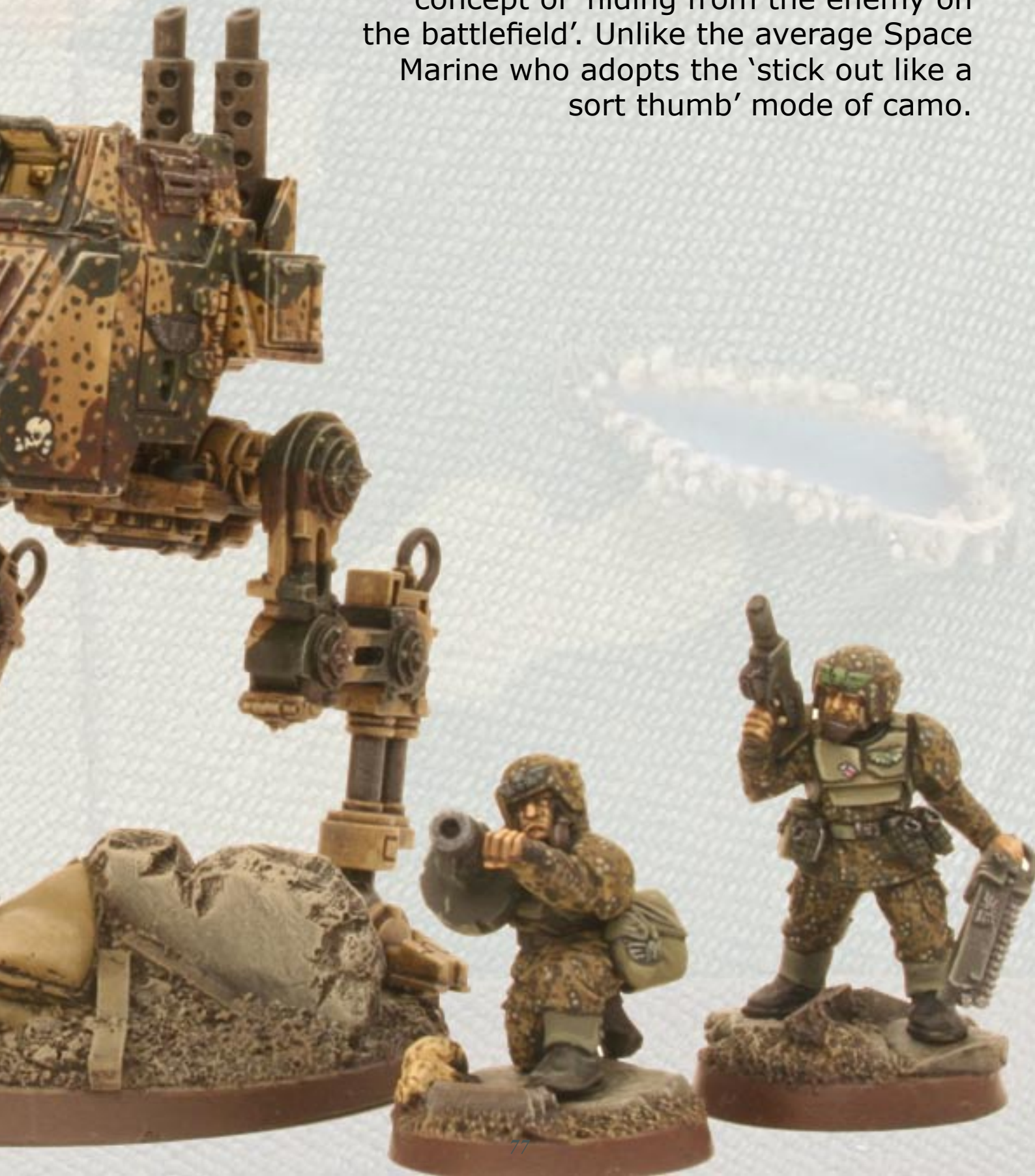
Special Rules: The rules for Glade Guard longbows can be found in the Wood Elf army book.

JOIN THE 17TH CADIAN ARMoured SCOUTS



By now you will have seen several images of this 17th Cadian Regiment.

When it was being painted the idea was to replicate the German ambush camouflage scheme from WWII. The figures are superb and capture the concept of 'hiding from the enemy on the battlefield'. Unlike the average Space Marine who adopts the 'stick out like a sort thumb' mode of camo.





INTRODUCTION

One of the most turbulent periods in the history of Scotland and England is that of the Border Reivers. For three centuries the border between these two countries suffered from seemingly unending theft, raiding and murder.

The era of the Border Reivers has been likened to the more famous Wild West of America and both periods produced more than their fair share of ruthless outlaws, callous killers and loveable rogues.

For the three centuries that led by to the end of the 16th century the hill land between the countries of England and Scotland were pillaging ground for raiders. Men of any social class could and did become Reivers. From labourers to noblemen, anyone could take to the sword and become professional thieves, killers and racketeers.

In many ways they were the first recognised British gangsters. A perfect summation of the time is the fact that the Border Reivers gave the words blackmail and bereaved to the English language.

England and Scotland had fought one another almost constantly for generations and this unceasing conflict had in no small part dramatically affected the lives of those who lived in the Borderlands. The marching of hungry armies looking for supplies as well as violent invaders provided the clans and families of the region with a host of problems from robbery to starvation, wounding to death.

The Borderland existence was a hellish one!

Scottish Reivers are known as clans whereas English Reivers are referred to as families. Loyalty to the family or clan was stronger than that to the king. Reivers could be poor men or rich men or any in between. It was not a profession restricted by class or wealth or even skill.

Generations of reiving made the people of the Borderlands into a fiercely effective fighting force of light cavalry experts and lethal guerrilla fighters. The constant fighting that occurred in the period moulded the Reiver into a superb warrior who was accomplished in stealth and horsemanship and an expert with pike, sword and pistol.

In large scale conflicts they performed exceptionally well as skirmishers, harrying the enemy with precision attacks and then disappearing back into the rugged terrain.

The exact nature of the Reiver has often been cloudy, from the image of the villainous brigand to the loveable rogue. For many the fine art of stealing livestock and any other goods was one way in which to survive the trials of the time.

But whether the clans and families that participated in this raiding did so to fatten their coffers or just to survive, it makes the era, from a wargaming perspective, quite tasty. In either case, eventually what once began from necessity would become a way of life, and the Reivers were born.

THE LAY OF THE LAND

The land of the Reivers follows that of the Cheviot

By Tom Hinshelwood

My Sheep

time of the Border Reivers



Hills, which is the chief geographical feature that acts as a barrier between Scotland and England. The hills are covered in rough grass, with few trees and many grim valleys, dark gullies, marshes and bogs. The bleak landscape could be difficult to negotiate for those who knew it well and positively treacherous for the unwary.

The landscape was an important factor that allowed the Reivers to flourish as it was perfect for exploitation by the guerrilla fighter. A man who knew the hills could use the land to his advantage, knowing which passes provided the best hiding places, which bogs could be traversed and which could not, and most importantly knowing the fastest routes across the border and the safest ways back.



THE RAID

Raids could be large or small affairs, ranging from a fast night attack by a dozen riders to larger warbands of several hundred going out for days at a time to collect huge amounts of plunder. Though raiding was a common activity it was still a highly dangerous business and as many who thrived on it died because of it.

The best time to raid was after the harvest had been gathered and when livestock were at their fattest, so reiving was most profitable and therefore most common between August and February. In addition, because raiding was almost always done at night, in winter the fewer hours of daylight meant that Reivers had more time to conduct their raids and escape in the darkness. But opportunistic or particularly greedy Reivers could raid all year round.

After the raid was the most dangerous time for a Reiver was the journey back home. Only able to move at the pace of the slowest livestock, and weighed down by loot, they would only travel under cover of darkness and only through routes that would provide the best protection from vengeful pursuers. Gullies, ravines and woods were favourite types of terrain to travel through.

The most severe threat Reivers faced was from the lawmakers of the time, the wardens, but a strong household could be just as dangerous. With warning beacons on both sides of the border would be lit, often a simple raid could become an uncertain affair as militias were formed ready to defend against the invaders.

Typically the Reivers would raid
across the border into the
opposing country,
whether the

English raiding in Scotland, or the Scots raiding in England. But this is not to say that reiving was only done against national enemies. The clans and families of the time were often more than happy to conduct raids against their countrymen as well.

The ambition of the Border Reivers could be vast and their raids across the border could extend deep into their enemy's country. Some Scottish Reivers even managed to launch raids as far south into England as Yorkshire.

A REIVER'S ATTIRE

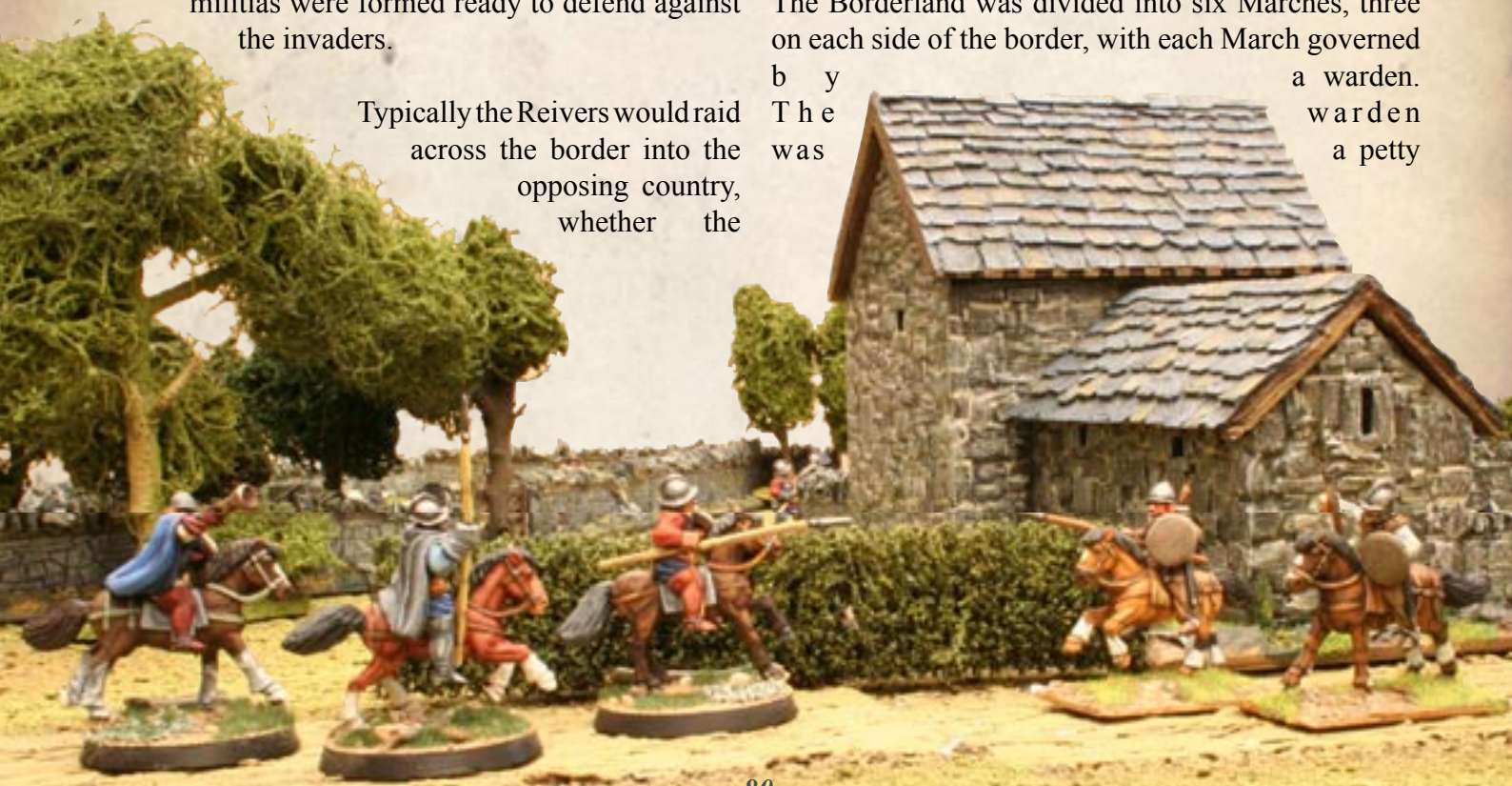
The typical Reiver did not favour the wearing of heavy armour as its weight was too much of a burden. Successful reiving was all about speed, surprise and audacity and rarely necessitated full battle armour. A helmet and front and back plate was about as heavily armoured as a Reiver would get.

For weapons, a wide variety was used, but a spear was the most common weapon with swords used by wealthy raiders and nobles. Other polearms such as halberds and pikes were also favoured. For ranged weaponry the longbow was used, with pistols rare due to their reliability and inaccuracy at range.

Of far more use to a Reiver than armour was his horse. The type of pony used was called a hobbler and was chosen for its stamina and ability to handle the hard and uneven ground of the region.

THE LONG ARM OF THE LAW

The Borderland was divided into six Marches, three on each side of the border, with each March governed by a warden. The warden was a petty



nobleman whose job it was to guard the border against enemy Reivers.

The English drew their wardens from the south of the country so that the wardens had no loyalty to any of the Border families. The Scots favoured utilising the existing clans of the area, appointing the heads of the powerful clans as wardens.

Neither side got the balance exactly right. The English did not pay the wardens enough so that many took to Reiving themselves to supplement the king's coin. Whereas the Scottish wardens were so engrained in the local culture that they were too much a part of the feuds and the Reiving themselves to be effective in controlling the others.

The long arm of the law did its best to put a stop to reiving, but with little real success. Many wardens, who were charged with maintaining the law, were known to dabble in raiding when the opportunity came along. In fact, the best way of protecting your country against enemy reivers was to encourage your own. Fighting men were given gifts of land either for free or for very low rent to make sure the Borderland had plenty of warriors on hand.

TO KILL OR NOT TO KILL

Though the Reiver would kill without hesitation if the need arose, they were not wanton butchers who set out to murder. The stealing of livestock and other goods was seen by both sides as a legitimate act, to be a Reiver was to a certain extent, to be revered.

Murder was still a crime and if a Reiver could simply steal he would do so without the need to wet his blade. In retrospect it seems likely that this could simply be a case of a Reiver not wanting to risk his own life unnecessarily in mortal combat.

The price of committing a murder could be to insight a feud that would last a hundred years or more. To kill a member of a family or clan meant that you would then be a sworn enemy to all the other members of that household until the day you died. As such killing was never done rashly except by the most ruthless and blood thirsty of the Reivers.

Feuds were a typical reason for raiding during the time, and feuds that had existed for many generations were the best reason of all to take up arms against a rival clan or family regardless of its nationality.

THE END OF REIVING

The chaotic time would come to an end when James I of England did his best to unify Scotland and England and imposed tough measures to get rid of the Reivers. Wardens were cast out, the carrying of weapons was against the law, fugitive outlaws were all hunted down or forced to flee.

Families and clans who were famous for their reiving had their lands stripped away and their homes burned down. After three centuries reiving was no longer a viable profession.

OF SHEEP AND VENGEANCE

This scenario is based on a deeply unpleasant historical event which perfectly sums up the era. Under an opaque sky a band of English Reivers from the Charlton family set off in search of plunder. The band did not take the dangerous route across the border and into Scotland, but instead headed west across the hills from Northumberland where they raided the estate of the Grahams.

They proceeded to steal the Graham's sheep and took hundreds of yews back to their own lands. Slowed to the pace of the sheep the Charlton Reivers had a long journey through the hills but managed to avoid any pursuers and arrived without incident.

A good raid it was, but not for long. Just days after celebrating their great work the Charltons were shocked to discover that their recently stolen flock was infected with sheep scab. The disease is caused by a mite that sucks moisture from the skin of the sheep and causes the sheep to rapidly lose weight and eventually die.

But if this wasn't bad news enough, the full horror of the incident was that the Charlton's own flock had become infected with scab from the contact with the stolen sheep. The family was so enraged by this that they immediately gathered arms and rode back across the hills.

They exacted their wrath upon seven unsuspecting members of the Graham family who the Charlton's mercilessly hanged.

SCENARIO BACKGROUND

In this scenario a similar event has taken place deep in the hills north of the border. An English reiving party, led by the vicious nobleman Sir Sydney Cuthbert, had two days previous stolen several dozen sheep from

the lands of the Burns clan. But upon returning to England Cuthbert discovered the sheep had scab and had past it on to his own flock.

A wrathful Cuthbert then led his band of raiders back across the border in a quest for blood. Cuthbert wanted the Burns clan killed to the last man, especially John Burns, whom Cuthbert blamed for leaving the diseased sheep deliberately out for him to take. The fact that the sheep picked up the scab on the journey back to England was a fact that Cuthbert ignored.

The English reivers were looking to attack quickly and without mercy, killing every Burns they could find before riding back to England, hopefully with some plunder too. However, on their way to Scotland they foolishly took the same route as they had the first time, and in doing so have been spotted.

The local Scottish warden, Roy McDouglas, was informed of the English band's direction and seeing a chance to rid the land of Cuthbert and his men, McDouglas quickly set his trap. He had the Burns' moved out of their small estate and taken to a safe location. He then had his own fighters hide throughout the Burns' land, ready to ambush Cuthbert's Reivers when they arrived.

Sir Sydney, his murder lust overriding his usually good reiving sense, did not notice that something was wrong at the Burns' estate. Eager for the element of surprise, Cuthbert had his men dismount out of sight of the Burns' house and they sneaked across the fields that had been full of sheep only two days before.

McDouglas and his men were well hidden both inside the Burns' house but also at key locations across the estate where they waited invisible to Cuthbert's men. John Burns and his eldest son, John Burns Jnr, were with McDouglas' men inside their house. As tough Borderers themselves they were more than keen to help with the fighting.

When Cuthbert's men approached the house, McDouglas sprung his trap...

RULES

For this scenario we've provided you with statistics for both Age of Blood and the Lord of the Rings. Both sets of rules are easily adaptable for most skirmish level games and are equally perfect for playing the Border Reivers. You can download Age of Blood here ([link](#)).

As the Lord of the Rings is a fantasy wargame and Age of Blood is designed for use with Vikings, both games need a few extra rules to reflect the period, most notably in regards to armaments. Below you can find rules for weapons and armour of the genre for both rule sets.

ARMOUR

For simplicities sake armour is categorised in three ways, Light, Medium and Heavy. Light armour consists of non-metallic materials such as leather and padded cloth, and without any head protection.

Medium armour would be either a metal breast and back plate with no helmet, or light armour and a helmet. Heavy armour is a metal breast and back plate and helmet. Shields are no different in LOTR, but in AoB shields are less effective because of their comparatively small size.

Armour	AoB (Fortitude)	LOTR (Defence)
--------	--------------------	-------------------

Light	+1	
Medium	+2	
Heavy	+3	
Shield	+1	

HALBERDS

Aside from this weapon you can use the standard rules for weaponry, so swords and spears etc behave just as they do in Age of Blood or LOTR. The halberd is a truly deadly weapon that combines the power of an axe, with the reach of a spear.

In AoB the halberd counts as a broad axe but has all the special rules of a spear. In LOTR is counts as a two handed weapon and can be used to support in combat just like a spear.

FIREARMS

Despite taking an inordinate time to reload and having woeful accuracy, firearms were still favoured range weapons because of their sheer lethality. The pistol was perhaps the most common the era but larger aquebuses were used too.

In AoB firearms take a Movement action to reload and in LOTR a model cannot shoot a firearm if it has already moved. In AoB firearms have their own Strength that has no relationship to that of the firer.

Strength		Range		THE ENGLISH
		AoB	LOTR	
Pistol	5	4" / 8" / 12"	8"	Sir Sydney Cuthbert
Aquebus	6	6" / 12" / 18"	12"	Lowther o' Shiv
				Bill Potts
				Henry Kerr

THE GAMING TABLE

The scenario is designed to be played on a 6' by 4' board. Towards the north end is the Burns' house and out buildings which is where Cuthbert and his men are heading and where the bulk of McDouglas' fighters are hiding.

The house should be enclosed by a wall, which should extend outwards, forming the edge of where the sheep had previously grazed. In addition there are two copses of trees, in which McDouglas' mounted warriors are hiding.

For the purposes of this scenario we used buildings and walls generously supplied and painted by Dave Bodley from the excellent Grand Manner.

You can find these great buildings and more at www.grandmanner.co.uk

2 x Mounted Reivers
2 x Reiver with Arquebus
2 x Reiver with sword and shield
2 x Reiver with halberd

Sir Sydney Cuthbert views Scotland merely as a way to gather his fortune. A petty nobleman in the lowliest sense, Cuthbert is as ruthless as any Reiver who has lived. His band includes several equally unscrupulous rogues by the names of Lowther o' Shiv, Bill Potts and Henry Kerr.

Lowther is a famous Reiver whose skill with the sword would border on legendary if he were not consistently either drunk or hung over. Bill Potts and Henry Kerr are both veteran Reivers who enjoy killing as much as stealing. Accompanying the heroes are several tough and hardy raiders.

The English force is somewhat out numbered by the



Scots, but man for man the English are the stronger. The English heroes, in particular, are highly lethal, and help to redress the disadvantage in numbers.

John Burns Jnr
Hamish Dunne
William Argyle

ENGLISH DEPLOYMENT

The English are first to deploy and can set up between six and ten inches from the Burns' house. The two mounted Reivers, however, are deployed within four inches of the cottage to the south end of the board. These two were left behind to guard the English horses.

ENGLISH OBJECTIVES

To survive the fight is paramount to Sir Cuthbert and his followers. They are out numbered and out positioned and will need to use skill and cunning if they are to avoid the sword. The English can win in two ways, either by fighting or fleeing.

In this scenario each side gathers victory points for different actions and whoever has gathered the most by the end of the game wins. The English collect victory points for each Scot killed and each English model that reaches the southern end of the board. Models that reach the edge of the board are said to have mounted their horses and escaped across the border.

More victory points are gained from escaping than for killing the enemy, so it makes sense to try and escape with as many warriors as possible. This is even more important when you consider that the Scots will gain more victory points in a simple battle of attrition than the English will. A combination of clever fighting and fleeing will be required to secure victory.

ENGLISH VICTORY POINTS

VP Act

- | | |
|---|---|
| 1 | For each Scottish Reiver killed |
| 4 | For killing Roy McDouglas |
| 3 | For killing John Burns |
| 2 | For killing each of John Burns Jnr, Hamish Dunne and William Argyle |
| 2 | For each English Reiver who escapes |
| 6 | For Cuthbert escaping |
| 4 | For each of the Lowther o' Shiv, Bill Potts and Henry Kerr escaping |

THE SCOTS

Roy McDouglas
John Burns

- 2 x Mounted Reiver
- 4 x Reiver with aquebus
- 4 x Reiver with sword and shield
- 4 x Reiver with halberd

The leader of the Scots is Roy McDouglas, a big man with a voice like thunder and the manners of a gentleman. He has been a career warden for the last decade and no one north of the border has brought as many Reivers to justice as he.

Deputy Warden's Hamish Dunne and William Argyle are both former Reivers who saw the error of their ways before McDouglas caught up with them. Now both are utterly loyal to the man that showed them the meaning of right and wrong.

Accompanying the warden and his men are John Burns and his eldest son. Having learnt of the plot to kill him and his family the brave John Burns decided to fight alongside McDouglas and his men with the hope of gutting Cuthbert himself.

SCOTTISH DEPLOYMENT

As Cuthbert has no idea of what is about to transpire it is the English who deploy first and the Scots second. McDouglas and his men can be placed anywhere that is out of line of sight of the English.

Mounted models can only be placed inside either of the two copses as there is nowhere else a horse can reasonably be hidden. Warriors on foot can be said to have been deployed inside the house or out buildings, and can emerge from the front or back entrance at the start of the first Movement.

SCOTTISH OBJECTIVES

The ultimate goal of McDouglas is the capture or killing of all of the English Reivers. This is somewhat unlikely but as many brigands put out of their misery as possible is the order of the day. For each English Reiver killed the Scots gain 2 victory points, but for each English Reiver captured they gain 4 victory points, with the heroes worth even more.

AoB: To capture an enemy model you must first declare that this is the intention of the combat before rolling any dice. A warrior attempting to capture an enemy gives his opponent +1 Prowess in hand to

hand combat. If the enemy is then wounded or killed, an opposed Strength vs Agility test is rolled.

If your warrior wins then the enemy model has been captured and can no longer take part in the game, otherwise the capturing attempt fails. Because of the +1 Prowess penalty its worth attempting to capture models only when you have them outnumbered and your warriors gain +1 Prowess themselves to cancel the penalty out.

LOTR: As with AoB you must declare the intent to capture before rolling any dice. The enemy model can re-roll the dice when fighting in order to get a better result, but must abide by the result even if it is worse. If the enemy is subsequently killed a further rolling to wound must be made, and if that is successful the enemy is captured. If not there is no effect.

SCOTTISH VICTORY POINTS

VP	Act
2	For each English Reiver killed
4	For each English Reiver captured
5	For killing Cuthbert
10	For capturing Cuthbert
3	For killing each of Lowther o' Shiv, Bill Potts or Henry Kerr
6	For capturing each of Lowther o' Shiv, Bill Potts or Henry Kerr

So there you have it, a simple tale of murder and sheep. We plan to take a continuing look at the Reivers and hope you'll come back for more tall tales from the Border Lands.



As you can see from this section of our gaming table the terrain can be as complex or as sparse as you want it to be. We used very open ground to the bottom right as this played very little part in the game. The stone walls and farm buildings (all from Grand Manner) acted as the perfect combat zone. We used the Crofter's cottage at the top right more for eye candy, although the fighting did spread to this point during our play testing. In another session we introduced some hedges to the roadside and this proved to be a welcome addition, giving cover to troops and making it tricky for mounted figures to operate.

Scottish Stats for Heroes and Common Men

Roy McDouglas

Agi	Bra	Def	For	Pro	Str	Val
2	6	4	4/8	5	4/6	4
F	S	D	W	A	C	M/W/F
5/4+	4	8	2	2	6	3/0/1

Equipment: Heavy armour, shield, sword and pistol

John Burns

Agi	Bra	Def	For	Pro	Str	Val
2	5	1	4/8	4	4/6	2
F	S	D	W	A	C	M/W/F
4/4+	4	7	2	2	5	1/0/1

Equipment: Heavy armour, shield and sword.

John Burns Jnr

Agi	Bra	Def	For	Pro	Str	Val
2	5	1	4	4	4	1
F	S	D	W	A	C	M/W/F
4/4+	4	7	1	1	5	1/0/0

Equipment: Heavy armour, sword and pistol

Hamish Dunne

Agi	Bra	Def	For	Pro	Str	Val
2	4	1	4	4	4	1
F	S	D	W	A	C	M/W/F
4/4+	4	7	1	1	4	1/0/0

Equipment: Heavy armour, sword and pistol

William Argyle

Agi	Bra	Def	For	Pro	Str	Val
2	5	1	4	5	5	1
F	S	D	W	A	C	M/W/F
4/4+	4	7	1	1	4	1/0/0

Equipment: Heavy armour, sword and pistol

Scottish Mounted Reiver

Agi	Bra	Def	For	Pro	Str	Val
2	3	1	3/7	3	3/4	0
F	S	D	W	A	C	
3	3	7	1	1	3	

Equipment: Heavy armour, shield and spear.

Scottish Reiver

Agi	Bra	Def	For	Pro	Str	Val
2	3	1	3/6	3	3	0
F	S	D	W	A	C	
3/5+	3	6	1	1	3	

Equipment: Heavy armour and either halberd, aquebus, or sword and shield.

English Stats for Heroes and Common Men

Sir Sydney Cuthbert

Agi	Bra	Def	For	Pro	Str	Val
2	5	4	4/7	5	4/6	4
F	S	D	W	A	C	M/W/F
5/4+	4	7	2	2	5	3/0/1

Equipment: Heavy armour, sword and pistol

Lowther o' Shiv

Agi	Bra	Def	For	Pro	Str	Val
2	5	1	3/7	6	3/6	3
F	S	D	W	A	C	M/W/F
6	4	7	2	3	5	2/0/1

Equipment: Heavy armour, shield and sword.

Bill Potts

Agi	Bra	Def	For	Pro	Str	Val
2	5	2	4/6	4	5/9	2
F	S	D	W	A	C	M/W/F
4	5	6	2	2	5	1/0/1

Equipment: Medium armour and halberd.

Henry Kerr

Agi	Bra	Def	For	Pro	Str	Val
2	5	3	4/7	4	4	2
F	S	D	W	A	C	M/W/F
4/4+	4	7	2	2	5	1/0/1

Equipment: Heavy armour and aquebus.

English Mounted Reiver

Agi	Bra	Def	For	Pro	Str	Val
2	3	1	3/6	4	3	0
F	S	D	W	A	C	
4	3	6	1	1	3	

Equipment: Medium armour, shield and spear.

English Reiver

Agi	Bra	Def	For	Pro	Str	Val
2	3	1	3/6	4	3	0
F	S	D	W	A	C	
4/4+	3	6	1	1	3	

Equipment: Heavy armour and either halberd, aquebus, or sword and shield.

ORKS OVER TROUBLED WATER





HOLDING OUT

*We're delighted to have received **Maxwell Coomb's** article and would like to say thanks to him for his kind words and for sending the piece in. Creating rules for a younger audience is a great thing to do, the more new blood we can get into the hobby the better. Now you've got to get him playing Napoleonics or WWII Maxwell.*

INTRODUCTION

I started to write this article as a thank you to the people at Wargames Journal. I've been looking at the web site for a bit now and enjoy it very much – usually at work when I should be doing my bit as a draughtsman. Looking at the pics you use and the time taken to make the site/new online magazine it seemed only fair that I send you something.

Well here it is. My 11 year old (Stephen) is mad for magazines, my fault I guess as I am a passionate collector of all things Marvel. Recently Stephen has been collecting the metal figures from Eaglemoss and endorsed by Marvel. They're excellent ready painted Superheroes and about 90mm high.

It dawned upon me that a simple set of rules would allow me and Stephen to knock two tons of XXXX (Ed: We get the drift) out of each other. I always seemed to end up being the bad guy (Magneto, Green Goblin or Dr Octopus)

and Stephen ended up with the good guys (Spiderman, Wolverine and Captain America).

The idea of the game is a duel, although you can play more than one model and without it getting too silly (Superheroes....silly? Seems mad saying it) it was important for me to make it simple for Stephen. So this is my article for Wargames Journal, thanks guys, and something for other dads with children who are interested in wargaming to have a fun hour at the kitchen table.

As to figures it suddenly dawned on me that not everyone will have access to the 90mm figures from the magazine and although I have some knocking around somewhere my old 25mm scale Superhero figures are not that easy to get hold of.

This gave me and Stephen an excuse to go to Toys R Us and have a mooch around. The array of Superhero paraphernalia is amazing



FOR A HERO!

and we came across a super set of figures called Super Hero Showdown which is basically two starter sets (Wolverine vs Hulk or Spider-Man vs Thing) and to this you can add Ghost Rider, Doc Ock, Black Costume Spider-Man, Berserker Wolverine, Punisher, Human Torch, Dr Doom, Iron Man, Captain America and one called Spider-Sense Spiderman, but he's plain silly!

The Starter Sets are quite low cost (£9.99) and it is basically a combat system in a box. Stephen loves the sets and I almost had a rebellion on my hands getting him to play my rules. But he gave in and indulges me with the figures and my ultra easy game.

On our shopping trip we also came across a 2nd set of figures called Figure Factory. These come in at £4.99 and you get a very nice multi-part figure that builds into a little diorama of a Superhero. Available are Spider-Man, Green Goblin, Doc Ock, Iron Man, Hulk, Wolverine, Venom and Thing.

THE RULES

In this game two or more Superheroes can fight one another – the Heroes against the Anti-Heroes. The rules are very simple and are designed for very fast games that can be played on a kitchen table or bedroom floor.

HOW TO PLAY

Place in front of you your Superheroes. Each player has the same number of Superheroes as his opponent. You'll also need some six-sided dice, some for rolling and others for recording how much Power and Life the Superhero has. Each Superhero needs two dice, one for Power and one for Life.

WHO GOES FIRST?

Each player rolls a dice (re-rolling any draws) for initiative and the winner goes first and chooses one Superhero to use. He then selects an enemy Superhero to fight. After he has fought the other player selects a Superhero and so on until all Superheroes have been used. Then the turn is over and initiative is rolled for again.

ATTACK TYPE

When you have chosen what Superhero to fight with roll a D6 and consult the below

table to see what Attack Type your Superhero performs. Each Attack Type relates to one of the Superheroes characteristics.

D6 Roll

1
2
3
4
5
6

Attack Type

Fighting
Toughness
Smarts
Speed
Strength
Choose

The Attack Type rolled is not a literal indication of what the Superhero does but represents figuratively how he attempts to defeat his opponent. A Toughness attack, for example, may involve a fight of attrition where the Superhero uses his superior durability to grind his enemy down.

MAKING THE ATTACK

When the Attack Type has been decided, compare the Superheroes characteristic level with that of his opponent on the below table to find the number that is required in order for the attack to succeed. The defender uses the same characteristic as the attacker

		Defender			
Attack	Poor	Poor	Average	Good	Excellent
	Average	4+	5+	6	6
	Good	3+	4+	5+	6
	Excellent	2+	3+	4+	5+
		2+	2+	3+	4+

LIFE

All Superheroes have six Life. When an enemy has successfully attacked them they lose one Life. Use a D6 to record how much Life the Superhero has. When they have reached zero Life they have been defeated and flee to fight again another day.

SPECIAL ABILITIES

All Superheroes have Special Abilities which are unique powers they can use to gain the upper hand in combat. You may use choose to use no more than one Special Ability per turn for each Superhero. You can choose when to use the Special Ability, whether before or after the Superhero has attacked or when he himself is attacked.

Each Special Ability has a Power (Pow) number, which will be one or two. This is the amount

of Power it costs the Superhero to perform the Special Ability. Record Power in the same way as Life. In addition a successful roll on a D6 is required for the Special Ability to be successful. The Power is spent regardless of whether it succeeds or not.

The SuperHeroes

Spider-Man
Captain America
Wolverine

The Anti-Heroes

Magneto
Doc Ock
Green Goblin

DOCTOR OCTOPUS

Born in Schenectady, New York, Otto Octavius was once a renowned scientist. He created his now infamous robotic arms to assist him in his research into atomic physics. Things were going well for the doctor, until one day a terrible accident happened in his lab; exposing him to an intense array of radioactive energy. His mechanical appendages had now grafted to his body. This allowed him complete telepathic control over them. Unfortunately the accident had further effects on Otto's being. The radiation had somehow altered his mind, changing a once calm, methodical scientist, into a crazed criminal.

The arms had soon gone from research aids to lethal weapons. He soon acquired the name Doctor Octopus, and went about building his wealth and power through various criminal organisations, even working alongside the Kingpin on rare occasions. Although this was a short lived relationship, as he soon turned and began plotting to take control of Kingpin's almighty wealth and power.

Doc Oc (as the Daily Bugle soon named him) still has a glimmer of goodness inside him, although very deeply concealed and rarely seen. He once tried to save Mr Fantastic's unborn child, and later almost married Aunt May (of Spider-Man fame)

He has proven to be a formidable enemy of Spider-

Man's, meeting the web-slinger time and time again. He soon formed the original Sinister Six, consisting of Green Goblin, Mysterio, Kraven, Sandman and Vulture.

Good Fighting
Average Toughness
Good Smarts
Average Speed
Average Strength

Special Abilities

Tentacle Pummel (Pow 1 / 4+)
Upgraded to Excellent Fighting
Tentacle Shield (Pow 1 / 5+)
Upgraded to Good Toughness
Tentacle Agility (Pow 1 / 5+)
Upgraded to Good Speed

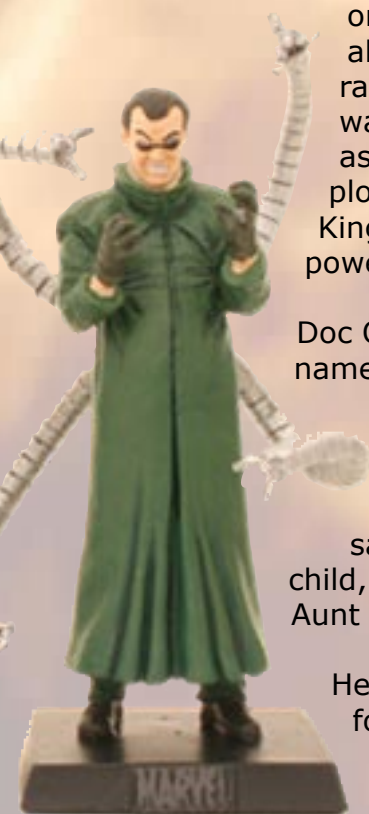
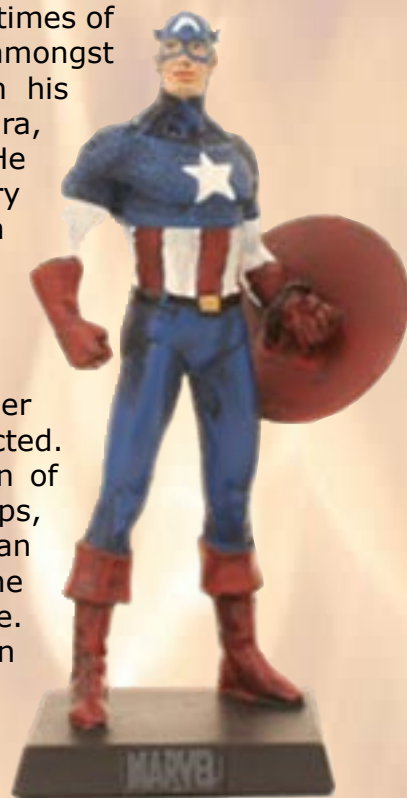
CAPTAIN AMERICA

Steve Rogers, once a freelance artist, has a very interesting story to tell. He was born during the troubled times of the Depression, living amongst the poor and frail. Both his parents, Joseph and Sara, died when he was young. He soon saw horrific imagery of the Nazi occupation in Europe, and this inspired him to sign up to the United States Army.

However, due to his rather frail nature, he was rejected. This caught the attention of General Chester Phillips, who spoke to him of an opportunity to become the hero he so strived to be. Rogers was indeed taken by this idea and went with the General. He was told about a special experiment to create the ultimate soldier, Codename **OPERATION REBIRTH**.

Rogers realised that this may well be exactly the opportunity he has been looking for, and so agrees to General Phillips proposal.

Rogers is taken to a secret laboratory in Washington, D.C. It was here that he met Dr Abraham Erskine, codenamed Professor Reinstein. He was the individual responsible for



the creation of the Super-Soldier formula. The shield he was to use, was created by military special weapons expert Dr Myron Maclain. Maclain specialised in an impenetrable material for the new U.S tanks. The shield was made of Vibranium-Adamantium alloy. It still contains one unknown element however, making it impossible to replicate.

The formula transformed his body, allowing him agility, speed, strength, endurance and reaction times greater than that of any Olympic athlete. The transformation had metabolised his bodily functions to the peak of human efficiency. He soon became the legendary Captain America. With the Stars and Stripes as his symbol, he took his shield and brought a new kind of justice to those foolish enough to go against the law.

Excellent Fighting
Average Toughness
Average Smarts
Average Speed
Average Strength

Special Abilities

Shield Strike (Pow 1 / 3+) Enemy reduced one Fighting level
Parry (Pow 1 / 3+)
Upgraded to Excellent Toughness

MAGNETO

Some would say one of the most powerful mutants ever discovered. His ability to wield and control anything with an electromagnetic field made him a deadly foe. Erik Magnus Lehnsherr spent most of his youth in the Auschwitz Death Camp. It was here that he met a gypsy girl named Magda. Together they escaped complex and later had a child. A little girl called Anya.

They lived a happy life, until one day Anya was caught in burning building and when Erik tried to rescue her, he was stopped by a mob. Enraged that they had allowed his daughter to die, he lashed out with his newly formed powers. He killed the men, and in the process many innocents. Magda could not bear what she had seen and fled. Grief stricken and confused, Erik left the country and eventually travelled to Israel to help survivors of the holocaust.

It was here that he met Charles Xavier. They worked together, helping people

for many years. Erik's beliefs that Mutantkind (or Homosuperior as here more commonly refers to them) is the future for earths inhabitants, was not an opinion shared by Charles. Charles believed that humans and mutants should live in peace together.

Erik, now learning the full potential of his powers, left Israel and began to forge a new army of mutants. He was known as Magneto, and they were his Brotherhood of Evil Mutants.

Charles (Professor X - Founder of 'Xavier's School for the Gifted') and the X-Men fought Magneto and his soldiers many times. They fought for the protection of mankind, Magneto fought for their annihilation.

Average Fighting
Excellent Toughness
Good Smarts
Good Speed
Poor Strength

Special Abilities

Force Field (Pow 1 / 3+) Enemy reduced one Fighting level
Energy Bolt (Pow 2 / 5+)
Enemy loses one Life

WOLVERINE

James Howlett started life as a cage fighter. During this time he was recruited by the Canadian government as part of a secret experiment to create the ultimate soldier. "Logan", as he soon became accustomed to, had two very special powers. The first being his animal-like reflexes and instincts. The second was his ability to regenerate himself. It was this, along with his aggressive past, that made him the perfect choice for Weapon X. They took Logan and surgically grafted Adamantium to his skeleton.



Adamantium was a virtually indestructible alloy and it now encased his bones. This made him virtually invincible. However, his most lethal addition was soon to be revealed. During the operation, they had given the animal-like warrior the one thing he was missing. Claws.

The six retractable blades were also made of Adamantium. When they first ripped through his hands, the pain was almost too much. He soon got used to them though, and has since used them to skewer many unlucky foe.

He escaped the Weapon X program, destroying the complex and fleeing to the mountains. Here he lived wild for a long time with the wolves, where he soon became known as Wolverine. Later he moved to Japan for a while and trained as a Samurai.

He soon met Charles Xavier and joined the X-Men. It was here that he met Jean Grey, his true love. Charles helped him discover more about his past. This was extremely hard, due to the implantation of memory controlling devices during the Weapon X procedure. It was safer for the government that Wolverine did not remember what he did for them.

Excellent Fighting
Good Toughness
Average Smarts
Average Speed
Good Strength

Special Abilities

Regeneration (Pow 1 / 5+)
Recovers 1 Life
Claw Stab (Pow 1 / 5+)
Enemy loses 1 Life
Berserk (Pow 2 / 6+)
Free Fighting attacks until 1 fails

SPIDER-MAN

Peter Parker was just you ordinary shy teenager, who lives with his aunt May. However, all that changed when he went to a science exhibition. During one of the experiments, a spider was exposed to radiation. It escaped and then bit Peter on the hand.

Peter knew nothing of this, until his journey back from the show. He crossed the road and was almost hit by a car. He leaped out the way of the car, only to find himself clinging

to the side of a building?! He soon discovered that the spider-bite had given him extraordinary abilities. He could climb walls with nothing more than his hands and feet.

There was more too, his strength had increased to that proportionate to a spider and he had also acquired a sort of sixth sense for danger – his spidey-sense.

Peter realised the potential of his new found powers. He made his own costume and became Spider-Man. He also created the web-slingers he has attached to his wrist, which allowed him to swing from building to building.

This was only temporary however, as he soon underwent further transformation. He was then able to shoot the webbing from glands in his wrists.

Peter became good friends with Mary-Jane (who secretly knew of his double identity long before he told her) who he had strong feelings for. He eventually told MJ how he felt about her and soon they were getting married.

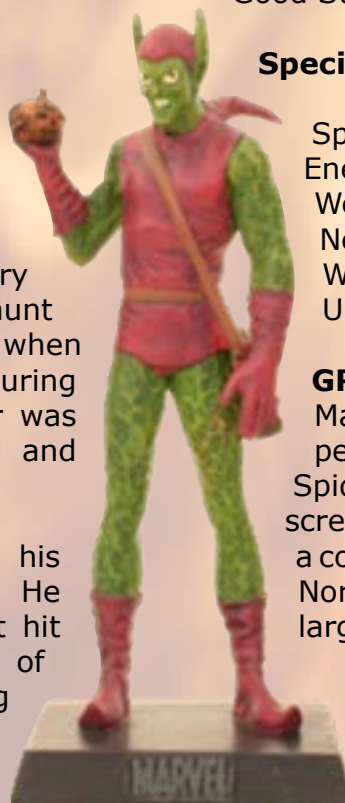
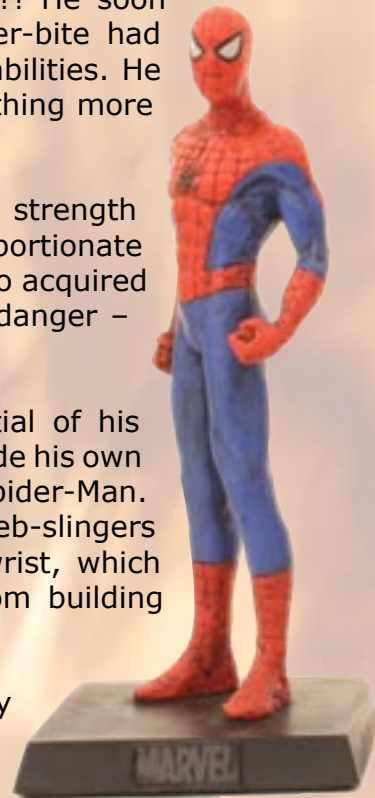
Good Fighting
Good Toughness
Good Smarts
Average Speed
Good Strength

Special Abilities

Spider Sense (Pow 1 / 4+)
Enemy must re-roll attack type
Web Escape (Pow 2 / 3+)
Negates enemy's attack
Web Sling (Pow 1 / 3+)
Upgrade to Good Speed

GREEN GOBLIN

Marvel speak of Willem Dafoe's performance as Green Goblin in the Spider-Man movie as "...the perfect on-screen synthesis of nearly four decades of a comic-book villain with very few peers". Norman Osborn was the president of a large chemical firm.



After finding out that his long term partner Mendal Stromm in the business was helping himself to a little extra cash on the side, all courtesy of the company, he has him thrown in jail.

While going through Stromm's notes, Osbron discovers the formula for super-strength and extraordinary intelligence!

Something the already power-hungry Osborn is just a little bit interested in. Norman tries his best to recreate the solution, but things go horribly wrong and the experiment explodes, leaving him fighting for his life in the New York hospital

The formula he created had one rather nasty side effect. It turned him into a deranged, psychopathic maniac. Keeping his ever ravenous need for power, he went about taking control of all of New York's major crime syndicates.

That and his new found hatred for Spider-Man... why? Because Spider-Man tried to stop him. It's that simple.

Norman did not want his son Harry to know about his insane split personality, so he created the Green Goblin. With exploding pumpkins for weapons and a jet propelled, heavily armoured board for transportation, he was set to try and take over the world.

And he did try. Many times.

Average Fighting
Good Toughness
Good Smarts
Average Speed
Good Strength

Special Abilities

Goblin Glider(Pow 1 / 4+) Upgraded to
Excellent Speed
Rockets (Pow 1 / 3+) Enemy
reduced one Toughness level

IN CONCLUSION

We'll be adding more Superheroes statistics to this article as and when we get the new figures. Our next batch will include the one and only Dr Doom, Thing, Silver Surfer, Blade, Iron Man and Jean Grey - aka Phoenix!





CHARGE!

TANK ACTION ON THE RUSSIAN STEPPES

BY STEPHEN RHODES

BKC ORBATS BY DAVE ROBOTHAM

The German troops are dug into a treeline awaiting the onslaught of the Russian hordes. During the night Tiger I tanks of the 502nd moved into position to reinforce the troops with a plan to break out when the chance arises. Written with orbats for Rapid Fire and Blitzkrieg commander this is a bloody affair as metal grinds against metal on the Eastern Front.

INTRODUCTION

The idea for this game came about after we acquired rather a lot of 20mm scale pre-painted T-34 tanks from a model a shop.

Our long term plans are to create a large set of snow-covered gaming tiles that will allow us to play Eastern Front games over a weekend, but until these are completed we wanted to play a few 'small' games to wet our appetites.

The result of our first test is the oddly named Crouching Tiger – Hidden T-34 which is a very poor play on a movie name. The crux of the game is a massive assault on a dug in German line around the area of Narwa and attempt to shatter it. But unbeknown to the Soviet commander the German's moved a Heavy Tank Battalion up during the night and joined the PAK 40s.

This is a fictional game that is actually based on some element of history. In the Winter offensive of '43/'44 the German forces on the Baltic coast took a hiding from Soviet forces, forced to withdraw to form a line on/near the River Narwa.

This was a battle based on the issue of supply lines. As ever the Germans in Russia were over extended and the threatened rollbahn (highway) which kept the pressured troops fed and armed worried commanders.

Again we have bulges in the line forming and the two key bridgeheads (Westsack and Ostsack) were to be

reinforced by Tiger tanks of the 502nd Heavy Tank Battalion.

Our fictional game is about these tanks smashing their way through a Soviet line on route to the bridgeheads. The Soviet force is hell bent on smashing the German line and cutting off the rollbahn is a priority. As ever with the Soviet forces this is a hit and hit and no run kind of battle.

GERMAN DEPLOYMENT

The German troops are dug in and prepared in the tiles that cover F1 to F8. These are not hastily prepared defences and **ALL** troops start in cover and unseen by the enemy.

The German commander has two artillery templates (12 inch square) that can be deployed anywhere on the table – these are deemed to be 'ranged in' already and if you can modify for this in your chosen rules then please do so.

Whether you are using BKC or RF just use the relevant rules that come with your book.

Taking historical liberties (the following troops were known to be in the area) the following Orders of Battle Should be used for the Germans:

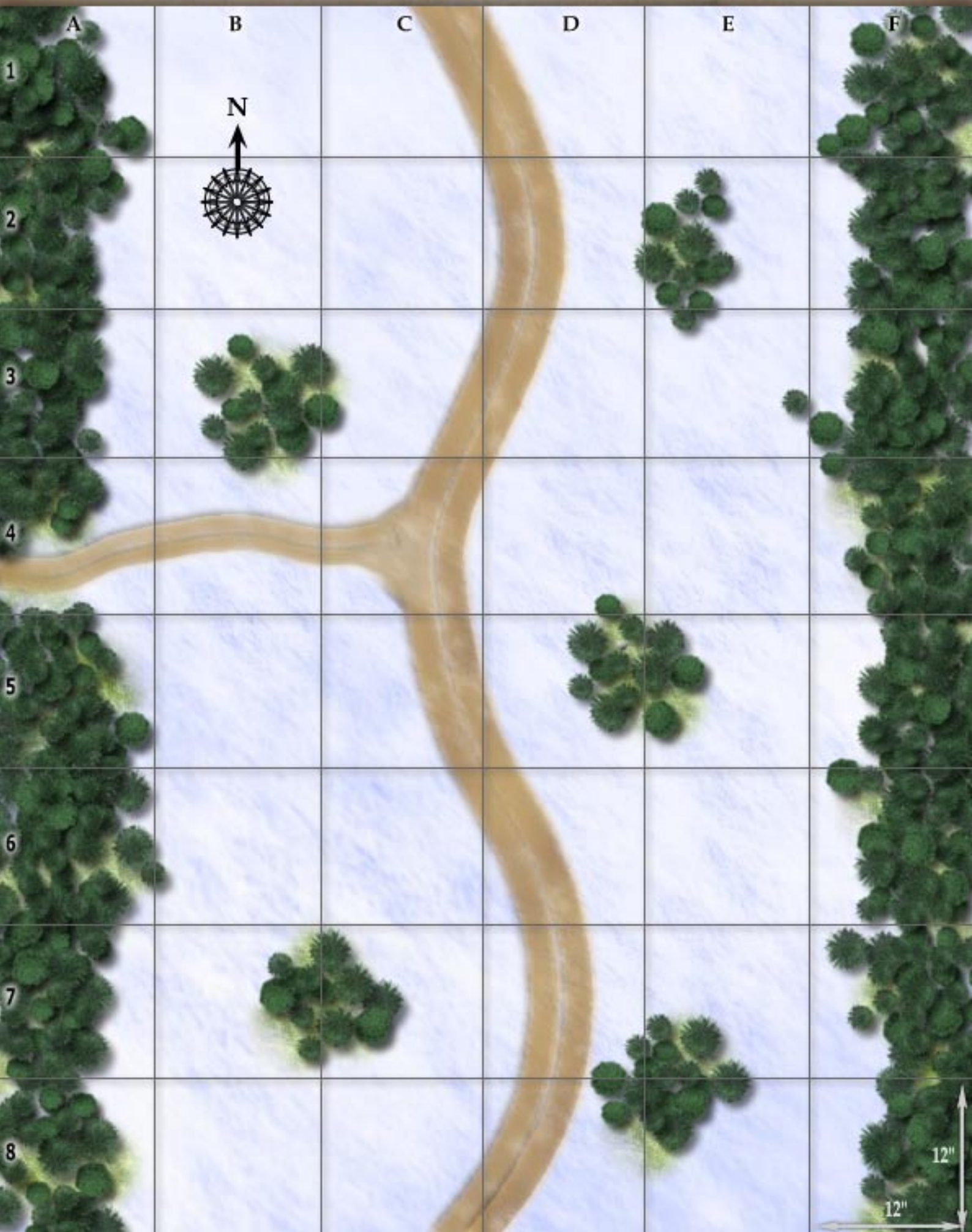
RAPID FIRE ORBATS

German 502nd Heavy Tank Battalion - depleted

HQ – 1 x Tiger I and 1 x Wirbelwind

1st Company – 3 x Tiger I

CROUCHING TIGER, HIDDEN T-34







2nd Company – 2 x Tiger I
3rd Company – 3 x Tiger I

Assault Gun Company

2 x StuG III (75mm)
1 x StuG III (105mm)

Nebelwerfer Battery

2 x Nebelwerfer (off-table support)
Observer team – 2 figures on foot

Artillery Spotter

2 figures, light car can call in TWO barrages of 150mm
Howitzers

Full Strength SS Armoured Panzer Grenadier Battalion

HQ – CO+3 (Sdkfz 251/10)
Rifle Company A – 8 Figures (Sdkfz 251/1)
Rifle Company B – 8 Figures (Sdkfz 251/1)
Rifle Company C – 8 Figures (Sdkfz 251/1)
MG Company – 9 Figures (2 x Tripod MG42 MMG
and 1 x 81mm Mortar) (2 x Sdkfz 251/1)
Support Company – 1 x Marder III and 1 x Sdkfz
251/9

Anti-Tank Support Company A

2 x 75mm PAK 40 (75mm) - 6 Figures

Anti-Tank Support Company B

2 x 75mm PAK 40 (75mm) - 6 Figures

**BLITZKRIEG COMMANDER
ORBATS (2900 Points)**

German Commanding Officer

CO – 1x CO (Command Value 9) (include officers
and transport)

FAO

1 x FAO (Command Value 7) (include artillery
observers and transport)

German 502nd Heavy Tank Battalion - depleted

HQ – 3 x HQ Units (Command Value 8) (include 1 x
Tiger and 1 x Wirbelwind)

1st Company – 3 x Heavy Panzer Units (Tiger I)

2nd Company – 2 x Heavy Panzer Units (Tiger I)

3rd Company – 3 x Heavy Panzer Units (Tiger I)

Assault Gun Company

3 x Assault Gun Units (StuG III long)

Nebelwerfer Battery

1 x Artillery Unit (RL, Nebelwerfer)

Full Strength SS Armoured Panzer Grenadier Battalion

HQ – 3 x HQ Units (Command Value 8) (Include
officers and 1x Sdkfz 251/10)

Rifle Company A – 3 Infantry Units

Rifle Company B – 3 Infantry Units

Rifle Company C – 3 Infantry Units

MG Company – 2 Infantry (MG) Units and 1 Infantry
(Mortar) Unit

Transport – 12 Transport Units (Sdkfz 251/7)

Support Company – 1 x SPAT Unit (Marder) and 1

Support Unit (IG 251/9)

Anti-Tank Support Company A

2 x Support Units (75mm PAK 40)

Anti-Tank Support Company B

2 x Support Units (75mm PAK 40)

Artillery Assets

2 x Artillery Assets

SOVIET DEPLOYMENT

The massed ranks of the Bolshevik horde storms out of the tree line and into the jaws of the waiting Tiger tanks!

As ever the Soviet forces will need to use weight of numbers to succeed, tactics in the middle of the battlefield could end up as being disastrous for the Soviet commander.

There are no specific deployment restrictions other than that a sensible layout should be adopted. The following orders of battle should be used:

RAPID FIRE ORBATS

Composite Tank Battalion 1

HQ – 1 x T34/76

Medium Company – 2 x T34/76

Medium Company – 2 x T34/76

Heavy Company – 1 x KV/1

Composite Tank Battalion 2

HQ – 1 x T34/76

Medium Company – 2 x T34/76

Medium Company – 2 x T34/76

Heavy Company – 1 x KV/1

Composite Tank Battalion 3

HQ – 1 x T34/76

Medium Company – 2 x T34/76

Medium Company – 2 x T34/76

Heavy Company – 1 x KV/1

Guards Mortar Battalion

Observer team – 2 Figures on foot

Battery – Off-table BM-13 Katyusha

Battery – Off-table BM-13 Katyusha

AT Company 1

1 x 57mm gun

AT Company 2

1 x 57mm gun

Reduced Strength Rifle Regiment

HQ – CO+3 Figures

SMG Company – 6 Figures

AT Company – 3 Figures and 1 x 45mm AT gun

Mortar Company – 9 Figures and 2 x 82mm mortar and a x 120mm mortar

Gun Company – 3 Figures and 1 x 76.2mm infantry gun

1st Battalion

HQ – CO+3

Rifle Company – 8 Figures

MG Company – 3 Figures

2nd Battalion – As 1st Battalion

3rd Battalion – As 1st Battalion

BLITZKRIEG COMMANDER (3995 Points)

Russian Commanding Officer

CO – 1 x CO (Command Value 9) (include officers and transport)

FAO

1 x FAO (Command Value 6) (include observers and transport)

Composite Tank Battalion 1

HQ – 1 x HQ (Command Value 8) (include 1 T34/76)

Medium Company – 3 Medium Tank Units (T34/76 late)

Medium Company – 3 Medium Tank Units (T34/76 late)

Heavy Company – 2 Heavy Tank Units (KV 1's)

Composite Tank Battalion 2

HQ – 1 x HQ (Command Value 8) (include 1 T34/76)

Medium Company – 3 Medium Tank Units (T34/76 late)

Medium Company – 3 Medium Tank Units (T34/76 late)

Heavy Company – 2 Heavy Tank Units (KV 1's)

Composite Tank Battalion 3

HQ – 1 x HQ (Command Value 8) (include 1 T34/76)

Medium Company – 3 Medium Tank Units (T34/76 late)

Medium Company – 3 Medium Tank Units (T34/76 late)

Heavy Company – 2 Heavy Tank Units (KV 1's)

Guards Mortar Battalion

Battery – 1 x Artillery Unit (RL, Katyusha)

Battery – 1 x Artillery Unit (RL, Katyusha)

ATG Company 1

1 x Anti-Tank Gun Unit (57mm)

ATG Company 2

1 x Anti-Tank Gun Unit (57mm)

Rifle Regiment - depleted

HQ – 1 HQ (Command Value 8) (include officers and transport)

SMG Company – 3 x SMG Units

AT Company – 1x Support Unit (ATG, 45mm)

Mortar Company – 3 x Support Units (Mortar)

Gun Company – 1 x Support Unit (IG, 76mm)

1st Battalion - depleted

HQ – 1 HQ (Command Value 8) (include officers and transport)

Rifle Company – 3 Infantry units

MG Company – 3 Support Units (MG)

2nd Battalion - depleted

HQ – 1 HQ (Command Value 8) (include officers and transport)

Rifle Company – 3 Infantry units

MG Company – 3 Support Units (MG)

3rd Battalion - depleted

HQ – 1 HQ (Command Value 8) (include officers and transport)

Rifle Company – 3 Infantry units

MG Company – 3 Support Units (MG)

WINNING THE GAME

For Blitzkrieg Commander the game should last 8 turns and the following Victory conditions apply:

- The Russians score a Major Victory if they cause 50% casualties on the German battlegroup and get 50% of their units into the German half of the table.
- The Russians score a minor Victory if they cause 25% casualties on the German battlegroup and get 25% of their units into the German half of the table.
- The Germans score a Major Victory if they exit 50% of their units off the Russian table edge
- The Germans score a Minor Victory if they get 50% of their units off the Russian table edge or into the Russian half of the table.

With Rapid Fire the game should last for 12 Turns and you can use the same Blitzkrieg Commander Victory Conditions.

IN SUMMARY

This is a large and bloody battle that actually ends up being quite balanced. Of the seven play test games we played the Germans managed to secure a Major Victory 4 times with the Russians gaining 2 Major Victories and 1 Minor Victory.

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THE ARMINIUS VS VARUS LOST CENTURY

BY TOM HINSHELWOOD

This article sets the scene for the beginning of an unusual campaign. After the destruction of three Legions of Roman soldiers at the hands of Arminius and his Germans we find 80 Romans lost in the forests, fleeing away from the enemy. Our interlinked scenarios will run from issue to issue as these 100 souls lead to safety – or their doom!

THE LOST CENTURY

The sky above the legionnaires was the colour of dull iron, marked and pitted. The swirling clouds possessed an ominous aura that stabbed into their cores. The screams of pain and fear echoed all around them, unceasing as the wind that whispered of death waiting. In a land that seemed of Hades and Hell combined they fought the savage man whose land Rome had conquered.

For those that avoided the first spears and arrows of the barbarians they thought themselves unlucky to be alive, for the dead do not know terror. Through the forest they fought and ran, stopping to put Gladius to gut or groin before running again. When they could run no longer they walked with shields held high to catch metal meant for throats and all the time their hunters stalked them.

The light that flickered through the trees was fast dying, and maybe they hoped, their pursuers might relent. But when the sun that was surely a gift for Rome arose, it was their enemy. The glory of Rome and the might of its legions was far away from that land and not one man of Rome that fled thought that land was Rome's any longer...

THE LOST CENTURY CAMPAIGN

In AD 9 an alliance of Germanic tribes, under the leadership of Arminius massacred three legions of Roman soldiers in and around the Teutoberg Forest. The loss was so catastrophic that the Rhine became the Roman Empire's border for the several hundred years until its eventual fall.

Over the next several issues of Wargames Journal we will be supplying a series of scenarios designed to reflect what happened during the battle. The campaign will focus the trials of a single century of Legionnaires as it attempts to escape the Germans and return to Roman territory.

It is commonly believed that it is commonly believed that a Roman century contained one hundred men when in fact it contained eighty. However, though the supposed number of legionnaires in a century was eighty, there could be more, say one hundred, and could be less. But, for the purposes of our campaign we shall say that our lost century will contain eighty legionnaires.

The campaign will use several different rules systems in a variety

of scenarios that can either be played independently from one another, or can be linked together where the success or failure of one scenario affects the events of the one that follows. In particular, the century will begin with eighty legionnaires but each casualty on the board is one less legionnaire who can fight in the next scenario. So a bad result early on can impact the whole campaign.

And if the scenarios are played monthly, when they appear, the campaign will benefit as the players will not know what is to befall their century next month, and therefore cannot play accordingly.

But before you think we're being too harsh, there will be special rules to allow some units to recover and carry on as wounded and for reinforcements from other Roman elements to join up with the Lost Century.

OF VARUS AND ARMINIUS

The Roman commander who led the legions into the forest was Publius Quinctilius Varus. Varus was a good friend of the emperor Augustus and one of the most important senators in Rome. He had been made governor of the recently acquired province of



Germany and was its ruler for just two years.

Arminius was believed to be an ally of the Romans, having been militarily educated in Rome as a youth, albeit it as a hostage. He was the son of Segimer, who was the leader of one of the main Germanic tribes, the Cherusci.

In 4 CE Arminius became the commander of the Cheruscan auxiliaries and after fighting in several wars for the Romans

returned to Germany in 8 CE. At the time the Roman province of Germania had become securely controlled. Having been schooled in Rome and having fought for Rome, having been fully Romanised, Varus believed the twenty-five year old man was a firm and useful ally to the Roman Expansion. This was not the case

A CUNNING PLAN

It had taken considerable effort for a prolonged period to subjugate the peoples across the Rhine to a point

where they were at least excepting of Roman rule. However, Varus had imposed upon the tribes the typical tribute of a Roman province and this had caused much resentment amongst the tribes.

Whether or not Arminius had always planned to free Germania from Roman rule is not certain, but what is known is that for a

THE LOST CENTURY



long time before the massacre in Teutoburg Forest Arminius had cultivated his plan.

With incredible diplomatic skill he managed to ally together four Germanic tribes, the Bructeri, Cherusci, Chatti and Marsi. The fact that his father, Segimer, was the leader of the Cherusci ensured that he had enough political weight to negotiate with the tribal leaders.

Even though the four tribes were generations old enemies of one another, under Arminius' guidance and with a common hatred of Rome and particularly Varus' tribute, they became staunchly allied to one another.

Arminius knew that in an open fight even superior numbers would not be enough to defeat the Romans. The Germanic warriors had little armour and most were only armed with a spear. The heavy infantry of the Romans would easily win a straight battle against the tribes so he knew that the only way to secure victory was with an ambush.

Even greater than his diplomatic skills was Arminius' tactical genius. He managed to lure the

Romans far away from any help and to a place where he used the terrain to gain an enormous advantage. He had specific areas rebel, knowing that the news of the rebellion would reach Varus as he was making his way back to his winter headquarters.

At the time Varus received the news Arminius was riding at his side and no doubt had a hand in Varus' subsequent decision to put down the rebellion personally. Varus led three legions, Legio XVII, Legio XVIII and Legio XIX, along with six cohorts and three squadrons of allied cavalry. The legions marched deep into the unfamiliar territory of the Teutoburg Forest, completely unaware that four tribes of Germanic warriors were waiting to ambush them.

LONG WALK TO NOWHERE

For a whole day the Romans marched deep into the wilderness, seeking to reach the far away rebellion and quell it before it spread further across the province. Once they were following the trail that would lead them to the point of ambush, Arminius left Varus' side and joined his own warriors.

He and his fellow conspirators explained their departure on the fact that they had to go to personally meet allies who were supposedly coming to help put down the rebellion. Varus had received a report that Arminius and the Segimer were planning a rebellion but he did not believe it.

A typical Roman marching order, which Arminius knew only too well, had the command section in the middle of the line along with the baggage train. The advance guard of one legion was ahead of them and the two other legions behind, but neither of these were in direct proximity to Varus' command section.

Because of both the terrain and Varus' over confidence, he had his men stretched thinly in a dangerously long line that paid no heed to defense. They were the aggressor, going to quash a rebellion, so his confidence is perhaps understandable.

THE AMBUSH

The Germanic tribes set upon this loose line of Romans in a series of brutal attacks that ultimately



decimated three legions. Over twenty thousand Romans went into the forest but perhaps only a thousand came out alive.

Arminius' cunning scheme came off completely as he had planned it. The German attack was a complete surprise and they decimated one portion of the long line of men at a time. The years of studying Rome's military machine paid off for Arminius who knew the best ways for his warriors to defeat the drilled Roman legionnaires.

Ultimately there was little the Romans could do to counter the attacks. They were too thinly spread over too greater distance, most who survived the first day of fighting were systematically cut down by the Germans as the Romans tried to flee the area.

BETWEEN A WALL AND A BOG

The thin line was incoherent, with scattered groups of soldiers, non-combatants and animals. Varus was supremely confident of his legions and utterly trusting of Arminius. They had no reason to be fearful.

The major concentration of Roman loss of life occurred to the north of Kalkriese hill. The hill was not particularly high but at the foot of its northern slope were several deep brooks. About a kilometer to the north of the hill was a huge bog, and between the hill and bog is where the most vicious fighting took place.

At the time of battle there was a turf wall that extended for at a minimum seven hundred metres in length, running along the northern slope of Kalkriese hill.

The wall would have been one and a half metres high and topped with

a wooden fence. There were even parts with limestone fortifications and gates.

Arminius had had this palisade built specifically to ambush the Romans, so that when they marched between the bog and the hill they were attacked from their left flank as they moved from east to west. .

The archaeological evidence found in the area suggests that a significant portion of the force was killed after it had passed through the area so it appears that the Germans struck at Varus first. This would cut the force in two and destroy its leadership in one move.

Fierce fighting took place but the Romans were pinned in an area only two hundred metres in width, with a bog on one flank and a wall on the other from which the Germans were attacking. Varus managed to escape the fighting but would commit suicide by falling on his sword later in the battle.

THE ESCAPE

A substantial amount of Romans survived the first attack and though they did not defeat the Germans they at least escaped the Kalkriese narrows. They burned everything they did not need and headed south to get back to the Roman controlled areas.

They continued to be harassed by the Germans. A mounted lieutenant of Varus, Vala Numonius abandoned the infantry and fled with his cavalry, attempting to ride straight to the Rhine. He did not make it.

It was on the fourth day since they had set out, or the third day since the ambush that Varus and his officers committed suicide.

The torrential rain soaked the legionnaires to the bone and by now only a fraction of the three legions would have remained. Hearing that their commanders have killed themselves many soldiers did likewise, while others still marched and fought or surrendered.

AFTER THE MASSACRE

Those who surrendered became slaves but many were lucky enough to be ransomed back to Rome. Some isolated groups of legionnaires survived the hellish march back to safety those these were few and far between.

Upon hearing the news of the massacre the emperor Augustus went into a great depression where he supposedly did not cut his hair or beard for a number of months. He famously wailed 'Quintilius Varus, give me back my legions!'

For the next seven years Rome tried to defeat the German tribes led by Arminius and in CE 13 80,000 Roman troops were sent into Germany. Arminius almost excelled himself by destroying the entire army. Luckily for the Romans a mistimed attack by one of Arminius' commanders made sure a repeat of Teutoburg did not take place.

The final significant battle happened a year later when both Germans and Romans suffered heavily casualties at the Battle of Weser River. That year, the emperor Tiberius, sickened by the massive expense of fighting the Germans, finally put a stop to the objective. Germany was free at last of Roman rule.

In next month's issue we will present the first scenario of our Lost Century campaign entitled *Where the Eagle Dies*.

NEXT ISSUE

“No sign of Marc Bolan ...but T-Rex is on the prowl. Our slightly alternative Dino-Hunt game comes to you both from Victorian Times and from the Distant Future ...but we’ll say no more until the next issue.”



Just a quick note to explain some of the MIA articles from this issue. Part 2 of our Pirates article is still being worked on and will now appear in Issue 4 (February) along with our Zulu article. So our apologies if you were waiting for either of these articles - but they will arrive in the next Issue. So what's coming up in Issue 4?

- [Making Modular Terrain Tiles](#)
- The 95th Rifles Under Fire
- [Wargaming Hougemont](#)
- Brush Strokes – 15mm Ancients and 28mm scale

Adventurers Painted Stage by Stage for you

- [Crocodile Tears – 28mm scale WWII British Action](#)
- I Am Your King – An alternative use for your Knights
- [Celtic Chariot Action](#)
- The Doppelganger – A WWII scenario with a twist
- [Big Game Hunting](#)
- And much, much more ...

